

EXPERT
MECH TIPS!

ARMORED CORE



David S.J. Hodgson

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An invitation to Mars isn't an honor... it's a death sentence.

ARMORED CORE™



Challenge a friend in 2-player
split-screen action



Customize your A.C. for
maximum damage



Wield an energy blade in
close-quarters combat



Enhanced propulsion
technology



Destroy!!!



Replays highlight your
destructive kills



New Planet – New Weapons – New Missions

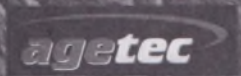
The newest addition to the Armored Core series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action – especially with graphics that dazzle the imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.

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- PSM 100% Independent PlayStation Magazine

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ARMORED CORE 2

Armored Core™ 2 Prima's Official Strategy Guide

David S. J. Hodgson

Author Acknowledgments

Special thanks to my darling wife Melanie, Mum, Dad, Ian, Bryn, Guiseppe Acrimboldo, Carlo Ginzburg, the Cheese and the Worms, Richard Dugdale, Bob "Gunner" Hambleton, Laibach, LTJ Bukem, Jeremy Kaufmann, Agatec—all staff, Prima—all staff, Ascii Japan—all staff, From Software—all staff, and *you!*

Prima Games

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Project Editor: David Mathews
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Special thanks to Satoshi Shimojima, Kevin Sullivan, and Franz Stoppenbach at Agatec for their support during this project.

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ISBN: 7615-3287-0
Library of Congress Catalog Card Number: 00-10747
Printed in the United States of America

00 01 02 03 KK 10 9 8 7 6 5 4 3 2 1

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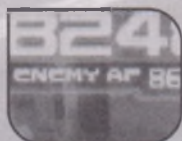
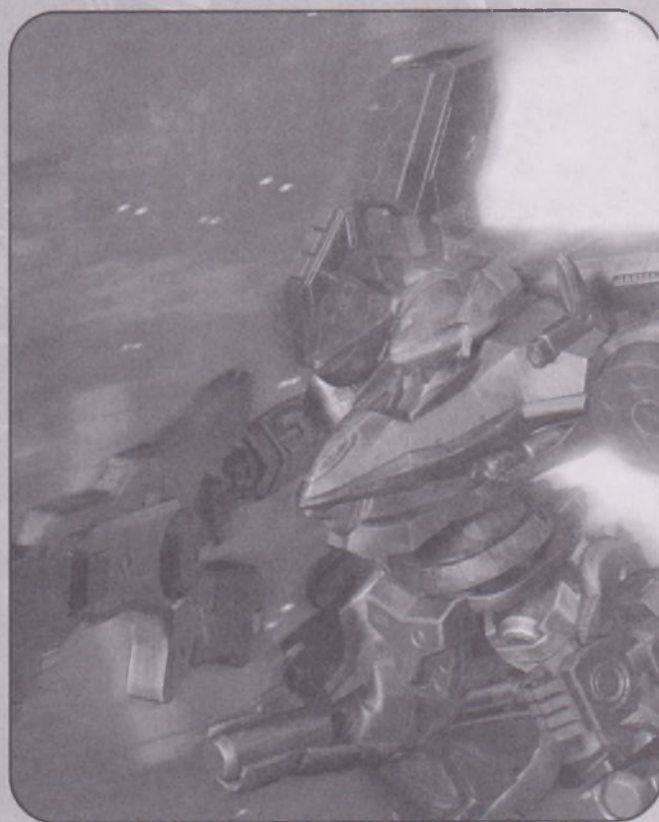
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ARMORED CORE 2: THE RAVEN TAKES FLIGHT

Mercenaries to the Core

To the corporations, soldiers were nothing but expendable battlefield tools. Society held them in low regard. Members of the Ravens, however, though soldiers, were guaranteed freedom and independence. They were admired and respected by all other soldiers. Those who fled Earth's impoverished underground cities saw becoming a Raven as the highest status a soldier could acquire.

And now a new soldier aspires to join the famed Ravens.

Mars: The Planet of War

When the Great Destruction ended, humankind was forced from Earth's surface into subterranean cities. "Nations" as such no longer existed, and a corporate-controlled underground world became home to what remained of civilized society. It was, in fact, all that humankind had left.

Increasingly severe competition among the corporations soon rendered the uncontrollable underground world a battlefield for their wars. The Corporation Wars finally escalated to a full-scale conflagration involving the entire subterranean world.

This war lasted nearly 30 years and later was called the Deep Earth War. Damage to ventilation systems polluted the air. A shortage of food and resources soon developed, as well. The underground world was on the brink of becoming uninhabitable itself when the corporations joined forces to relocate again to the surface of the planet, which was beginning to show signs of recovery from the Great Destruction. The relocation project overcame severe difficulties, and over a course of approximately 10 years, cities formed on the surface and people slowly began their return.

As the world began to stabilize, the monstrous general corporation Zio Matrix, which had attained status as the world's largest

corporation, acquired documents that dated from before the Great Destruction that outlined the planned exploration of the planet Mars and the use of robots with artificial-intelligence technology to execute the "Mars Terra-Forming Plan."

Immediately Zio Matrix dispatched a large-scale research team to Mars and explored the possibility of terra-forming the planet for human habitation.

Following the return of the Mars Research Team, a meeting was held of all Earth corporations and the "Agreement on Common Usage of Martian Resources" concluded. In signing this document, the other corporations agreed to give Zio Matrix priority

in developing various primary industries on Mars, in recognition of its efforts in initiating the Mars Terra-Forming Plan.

Numerous corporation-created Martian communities arose over the course of the next two decades, resulting in a mass migration of 30 to 40 percent of Earth's population to the newly habitable planet. As these communities matured, the corporate wars migrated, as well. In this new frontier, the old war soon became more ferocious than any inhabitants of Earth ever had seen.

It is in this environment, on a second home planet called Mars, that humankind begins a new and violent chapter in its history.

Armored Core 2 Time Line*

YEAR	SETTING
0096	Initial Mars Terra-Forming Plan Commences
0106	The Great Destruction
0156	The First Age of the Armored Cores
0156	Deep Earth War Commences
0186	Deep Earth War Ends
0186	Immigration to Earth's Surface Commences
0196	Plans for Terra-Forming Discovered
0196	Terra-Forming on Mars is Verified
0199	Immigration Commences
0223	Communities Form on Mars
0223	The Second Age of the Armored Cores Begins

[*] Years shown as Earth years.

The Power Behind the Core: Corporation Documentation Accessed

EARTH GOVERNMENT

The provisional conciliatory organization established after the signing of the Isaac Treaty (Subterranean Peace Council) formed a government of sorts. Comprising corporations, organizations, and Ravens that survived the 30-Year War, it controls all areas of the subterranean world and secures its great power by combining each corporation's remaining military forces.

The new government focuses on the subterranean world's recovery, but when this proves virtually impossible, it announces plans to return civilization to the planet surface. They made remarkable progress over a course of 20 years, but many obstacles remain.

The government cannot control the corporation-conducted Mars emigration schemes, and that planet is a lawless territory.

LCC (LARGE SCALE ENTERPRISES OF THE CENTRAL COMMITTEE)

The government created this organization to maintain law and order on Mars. The Government is not able to provide enough resources to this organization, since all power is being devoted to the Earth relocation project. The corporations hold all true power there.

ZIO MATRIX

Earth's largest general corporation involves itself in diverse industries, including manufacturing and food and energy production. Zio Matrix was formed by the food corporation Rydax, which expanded rapidly by exploiting the severe food shortages following the Deep Earth War. This corporation takes the form of a "cartel"—a group made up of multiple corporations.

The company's HQN (Headquarters Network) functions as a decision-making body, handling general issues concerning the overall Zio Matrix organization. The HQN panel comprises representatives from each of the Zio Matrix Group corporations. It is at these HQN meetings that the giant corporation makes its decisions.

Zio Matrix is headquartered in Tau City, the most heavily populated city on the Martian surface. It also has a main office on Earth. In addition to its business activities, Zio Matrix engages in power struggles with rival corporations.

Zio Matrix also commands the largest military force of any corporation. Often its silent pressure is enough to bring its rivals to their knees. Zio Matrix has expended vast amounts of money in AC development, and its researchers constantly develop new technologies.



ZIO MATRIX ARMORED CORE UNITS

ACs produced by Zio Matrix are characterized by unique design concepts and advanced technologies unavailable in other companies' products. They are generally considered the best ACs on the market. However, since Zio Matrix invests massive amounts of money in research and development, the price of its ACs is steep. Moreover, the parts, which are extremely detailed, exhibit poor endurance.



EMERAUDE

A corporation second in size only to Zio Matrix, this corporation dominates the energy industry. Formerly known as Ceptem, the company recently changed its name to Emeraude.

In comparison with Zio Matrix, Emeraude has grown in size by merging with other corporations, using a structure commonly referred to as the "integrated corporation." Emeraude's founders, including a chief executive officer (CEO), make up its corporate management. Under the corporate philosophy of the "abolishment of poverty," Emeraude aims to create a new society by building a new economic system.

It is the belief at Emeraude that a civilization based solely on competition will only force history to repeat itself, and that human advancement requires a new social system. Many agree with this philosophy. In particular, the company has the strong support of society's lower classes. Plans for this new society remain unclear, however, and some believe Emeraude is all talk: the corporation will take no action, they believe, and only promotes this philosophy to gain popular support.

Emeraude sometimes takes aggressive action toward rival corporations, triggering intercorporate wars as result.



EMERAUDE ARMORED CORE UNITS

Instead of versatility, Emeraude's ACs are designed for compatibility, endurance, and low cost. Thus, the designs of many AC parts remain unchanged. Because they are so cost-effective, military forces from numerous corporations have officially adopted Emeraude ACs as their standard specifications.

Recently, however, Emeraude has lost market share to the Zio Matrix's new, high-tech ACs.



BALENA

This information-and-technology corporation focuses on creating and maintaining intercity networks and developing internal AC parts. Balena maintains a neutral position, siding neither with Zio Matrix nor Emeraude. In fact, both corporations use Balena-made parts in their products. Moreover, Balena is building its own networks on Mars.

At one point Balena attempted to enter the market for AC parts development, but the vast research funds involved put the corporation's finances at risk. Instead Balena chose to specialize in developing optional parts and extensions; this activity is providing the company with a new field of research. Balena maintains a constant, stable share in each field it is involved in.



RAVEN

Ravens status suffered somewhat after the Isaac Treaty, but now they are increasing their numbers by exploiting the turmoil on Mars. Of the numerous mercenary groups in existence, those called Ravens are registered in the Arena and are considered top-class. Elite Ravens are dubbed "Nine Breakers."

Many members of the government feel threatened by the Ravens' existence, but the group continues because so many committee members once were Ravens themselves.



NERVES CONCORD

The Concord Company, which brought the Arena to Mars, established and operates this network. Concord appears to function as an Arena operator and provider of information to the Ravens. In truth, however, it channels corporation requests to the Ravens and accepts monetary compensation for recruitment.

Similar structurally to the Mafia, Nerves Concord does not involve itself in Raven missions, and thus can maintain a neutral position. Although similar to the Raven's Nest, because it operates the Arena it treats each Raven as its own product. A manager is assigned to and provides support for each registered Raven during the mission. (A fee for this is included in the brokerage commission.)

Many such organizations formed after the Raven's Nest was eliminated, but except for a few remaining small companies, most recruitment now goes through Concord.



NELL AULTER

A Concord employee, Nell is approximately 25 years of age. She manages your Armored Core unit, and supports you via verbal instructions and email messages throughout your operations.



SPECIAL FORCE FRIGHTENERS

The government established and dispatched this peacekeeping team to strengthen the power of LCC. Its core members are active Ravens who hire out at a very high salary. Their level of fighting ability is high, and their leader, Leos Klein, is a seasoned warrior who achieved the rank of Nine Breaker.



DISORDER

This is the collective term for a team of battle mechs that has appeared in various locations on Mars. According to government and LCC reports, these autonomous mechs were sent in during the First Terra-Forming, and their current shape resulted from a kind of "evolution" following years of self-replication. Some types clearly were designed for battle, however, so the truth of their origin is unknown.

Many Disorder types have been seen. They function with a characteristically hierarchical group behavior. It is believed a central command exists that controls their every action.



The Clan of Klein: Character Documentation Accessed

LEOS KLEIN

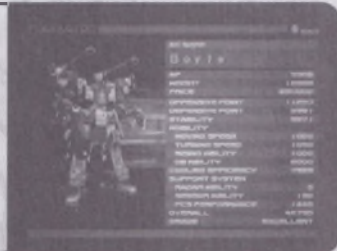
Once active in the Arena as a "Nine Breaker," Klein retired and emerged later on as leader of the Special Force Frighteners. He fights in conjunction with LCC, but is known as a person with great ambitions. His ultimate intentions, however, remain unclear.

Klein was a security officer with the first Mars Research Team and is intent on relocating to Mars. He has been a mercenary since the first age of Armored Cores, making him approximately 90 years old. His cybernetic constructs grant him body power equivalent to a 40-year-old's, however.



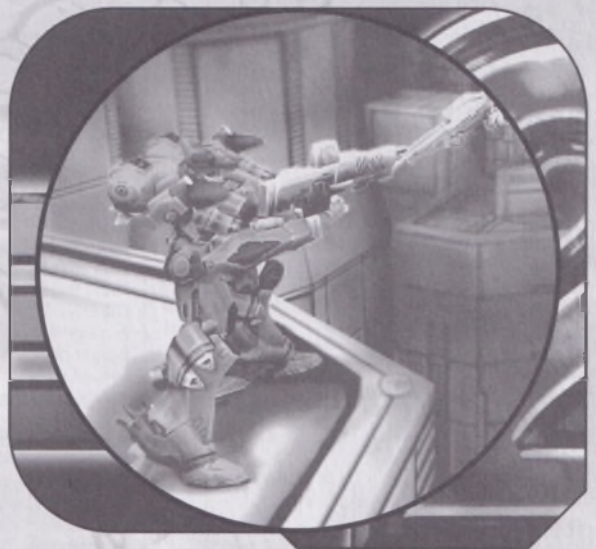
BOYLE FORTNER

The Frighteners' second in command is approximately 30 years old. He is Klein's dedicated follower and the older twin brother of Remille.



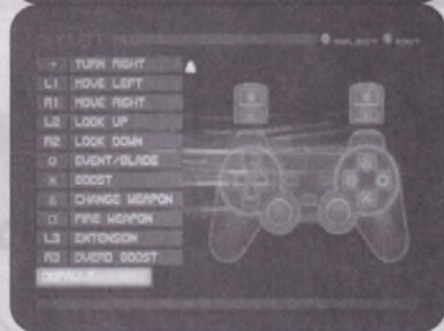
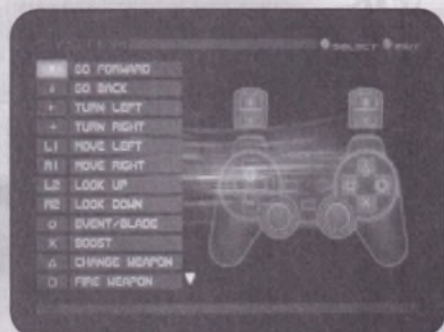
REMILLE FORTNER

This operations specialist for the Frighteners is approximately 30 years old. She is Klein's dedicated follower and Boyle's younger twin sister.



ROOKIE PILOT SCHOOL

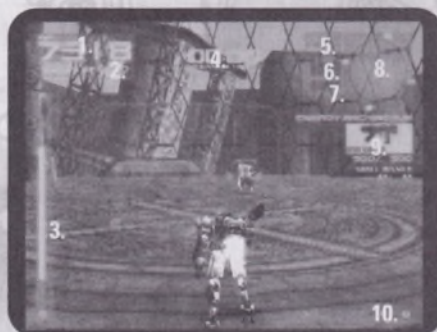
By now you are familiar with the game's instruction manual, and perhaps you have taken an AC unit out for a test run. Using the basic and advanced ground- and air-based techniques outlined in this section will further your combat prowess. Be careful out there!



Controller Configuration

The setup makes use of every button on the Dual Shock 2 controller. The list that follows describes briefly what each button does.

- ↑ Go forward: Moves your AC forward along the ground.
- ↓ Go back: Moves your AC in reverse along the ground.
- ← Turn left: Turns your AC to the left in a stationary position.
- Turn right: Turns your AC to the right in a stationary position.
- [L1] Move left: Moves your AC sideways left; also known as sidestepping or strafing.
- [R1] Move right: Moves your AC sideways right; also known as sidestepping or strafing.
- [L2] Look up: Moves your field of vision upward. Your AC remains stationary.
- [R2] Look down: Moves your field of vision downward. Your AC remains stationary.
- Event/Blade: Opens doors, activates elevators, or activates a blade slash.
- × Boost: Propels your AC unit upward, or in the direction you desire if you employ the movement buttons.
- ▲ Change weapon: Cycles through your ranged-weapon inventory.
- Fire weapon: Fires your currently selected weapon. Hold down for rapid fire.
- [I3] Extension: Switches on and off any extension part you may have equipped.
- [r3] Override Boost: Propels your AC unit forward at great speed, or in the direction you desire if you employ the movement buttons.



Cockpit Interface

BASIC INTERFACE

- 1. Armor Points**—Your AC unit's armor point total. When depleted, your AC unit is destroyed.
- 2. Enemy AP**—Your current enemy's armor point total. Used in Arena mode.
- 3. Energy Level**—Your AC unit's remaining energy. Depleted after boosting, override-boosting, or using energy weapons. When depleted, it charges for around 30 seconds; you cannot use extra energy during that time.
- 4. Time Limit**—Some levels and two-player modes have a time limit. The mission or game ends if this reaches 00:00.
- 5. Extension Operation**—Tells you whether your optional extension part is turned on or off.
- 6. Leaving Area**—Flashes and issues a warning sound when you are close to leaving the area of operations.
- 7. Locked**—Indicates when an enemy AC has locked onto your AC.
- 8. Radar**—Displays enemies in the immediate vicinity:
 - ▣ Enemies above you display blue.
 - ▣ Enemies below you display yellow.
 - ▣ Enemies at your level display red.
- 9. Current Weapon**—Shows the weapon currently in use. You may fire only one weapon. Press ▲ to switch weapons. Default setting is Right Arm, then Shoulder Weapon(s) and Inside Weapons.
- 10. Heat Level**—Your AC's current temperature.

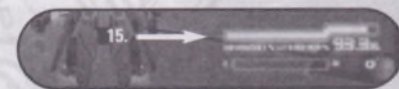
COCKPIT INTERFACE ERROR MESSAGES

In the heat of battle, enemy units, atmospheric conditions, and other factors may cause your AC unit to display error messages. The following list provides details.

- Optimizing**: AC unit now back online and reoptimizing data such as radar and targeting functions.
- Radar Error**: Atmospheric conditions interfering with radar.
- FCS Error**: Your Fire Control System has ceased to work temporarily. Use manually targeting weapons.
- Danger Heat**: Enemy fire or other factors have caused your AC to overheat. Emergency cooling may affect your combat performance.
- Output Down**: Damage is causing your sensors, targeting, and other functions to work at less-than-optimal levels.
- Hit**: You have scored a hit on a nearby enemy.
- Damage**: A nearby enemy has scored a hit on you.
- Charging**: Generator is charging. Extra energy cannot be utilized.
- Destroy**: A nearby enemy has been destroyed.
- Guard**: Displays when an enemy is guarding against your AC's attacks.

OPTIONAL COCKPIT INTERFACE

- 11. Enemy Weapon**: Visual description of the enemy's current weapon.
- 12. Enemy Heat**: Enemy's heat level.
- 13. Enemy Energy**: Enemy's energy level.
- 14. Enemy Data**: Enemy data, such as weapon type last used.
- 15. Remnants Enemy**: Percentage of enemies still to be destroyed. This only appears when you are facing more than one enemy.
- 16. Angle Elevation**: Current angle of elevation; changes when you look up or down.
- 17. Outer Heat**: Temperature outside of your AC unit.
- 18. War Potential**: Displays a summary of the battle in progress.
- 19. Winning Percentage**: Your chance of winning combat compared to your Arena enemy.
- 20. Speedometer**: Displays your current speed.
- 21. Altimeter**: Displays your current height.





Game Types

You will encounter four mission types in *Armored Core 2*—Missions, Arena Combat, Two-player Split-screen, and Two-player Linked. Later sections of this guide cover all four types.

Nerves Concord

You are connected via a neural network to the Nerves Concord supercomputer. Specialist Nell Aulter acts as your guide throughout the single-player missions. At the Nerves Concord main terminal screen, you may choose from six options.

GARAGE

Here you may construct up to three AC units, create a parts depository, fit optional parts, arrange and add to your cockpit HUD (heads-up display), check your AC's performance, change your AC's color, edit or create an emblem, change your pilot and AC name, test your AC against two drone units, or seek help.

ARENA

Here you may challenge 57 ranked ACs in one-on-one combat. You start at rank 50 and must challenge each enemy in order. Your goal is to achieve Rank 1 status. You may access Arena mode at any time.

SHOP

Here you may buy or sell up to 202 AC parts for the same amount of credits. Parts do not depreciate in value when resold. Visit here after every mission or battle.

SYSTEM

You may save and load data and emblems, change game options (such as volume, buttons, and audio), and exit the game from here. Or visit here to learn how much of the game you have completed so far (expressed as a percentage).

MAIL

During the course of the game, enemies, corporations, and other individuals will send you messages. Be sure to check your mail after every battle.

MISSION

When you are happy with your AC configuration, enter here and sell your mercenary skills to a corporation. There are 36 missions to complete.

Difficulty Settings

You may choose two difficulty settings, Normal and Hard. There are two differences when playing the game in Hard mode: enemies inflict greater damage on your AC, and your weapons are less effective.

Mech Maneuvers

The remainder of this chapter deals with elementary to advanced flying techniques. You must become proficient in at least some advanced maneuvers before challenging more adept foes to combat.

TARGETING

Many weapons target enemies automatically; some allow manual firing. It is important to be able to aim at and hit a target without relying on automated targeting systems. Automatic targeting commences when your enemy moves into range of your FCS sensor and into your line of vision (although this may be obscured by scenery).

The initial target is a yellow lock-on square in your targeting sights.



This changes to a red target as your FCS gathers more targeting information.



Finally, an alert beep and a red square notifies you the target is "locked" and will remain so until it moves out of your immediate line of sight.



You may target enemies manually by firing at them when you believe they are lined up in your sights. Use the target arrow to help you. When aiming at faster targets, you may fire at where you *think* their location will be when you fire the weapon's ordnance: this may be ahead of their current trajectory.



Extreme-range targeting is an excellent way to destroy air units before they arrive at your location. Simply fire at them into the distance with a powerful weapon before automatic targeting occurs.





Also note that some targeted weapons, when fired at a moving enemy, will miss their target the first time. Keep your enemy targeted and fire again immediately. The targeting computer adjusts automatically and the second shot will hit.

To auto-fire, simply press and hold **■**. Your weapon will fire as soon as it targets, saving you valuable milliseconds.



GAINING ELEVATION

Your first movement makes use of your boost move (**×**). Press it to jet straight up. Use this together with the directional pad to fly through the air until your energy is depleted. Try moving to higher ground, and then looking up and down. Higher ground is best for sniping. To look straight ahead, press **L2** and **R2** together.



SIDESTEPPING ("STRAFING")

After you master forward, backward, and turning movements in your unit, try strafing. Press **L1** to move left and **R1** to move right. This is an excellent way to avoid enemy fire.

SPEED-STRAFING

To increase the speed of your strafe, press and hold down the same direction button on your directional pad. For example, to "speed-strafe" right, press and hold **R3**, and then press and hold **→**.



DODGE-STRAFING

This technique allows you to rapidly move left and right almost on the spot: press and hold **R3** to start strafing right. Now tap **L1** continuously; your AC will dart left, and then right again. Play with the length of time you hold **L1** to increase the time between direction changes. This is a useful technique for avoiding machine-gun fire. Note that you must start moving to the right *first*; the **L1** overrides the **R3** strafe.



CIRCLE-STRAFING

Circle-strafing is the most complex ground maneuver, involving moving in a circular pattern around one position (usually a foe you are firing at). First, press **R1**. As you start moving sideways to the right, press and hold **←**. This will move you in a counterclockwise circle. Use and perfect this technique. It is vital for destroying ground targets in open areas.

SPEED CIRCLE-STRAFING

As you circle-strafe, press and hold **R1** and **←** instead of **R1** and **←**. This should move you in a smaller counterclockwise circle. Use this technique to locate quickly a nearby unit that is out of visual range, or one you wish to move around and fire at.

Every AC unit completes a circle of a different diameter and at a different speed. The heavier the AC, the wider and slower the circle. Lighter ACs can use this to advantage to "out-strafe" their heavier foes.



BOOSTING TECHNIQUES



AIR-STRAFING

You may employ all the foregoing aboveground movements in the air, as well, thanks to boosting. This gives air combat an extra element—height. Thus, you can circle-strafe an air opponent from below by holding **[R3]** and **←**, and then pressing **[L2]** to target them when they are above you. When you are flying and wish to circle strafe an opponent beneath you, hold **[R3]** and **←**, locate the enemy with **[R2]**, and, of course, hold **X** to keep airborne and **■** to fire! Practice this in the AC Test Arena until you become proficient.



OVERRIDE BOOST

You can execute the foregoing airborne techniques far more quickly using the Override Boost. Press **(r3)** to charge up your booster and travel at extreme speed for a few seconds. To brake, press **(r3)** again. Holding **[R3]** when you override-boost can remove you from combat quickly and effectively.

ATTACKING AIRBORNE AC OPPONENTS

At first you may find it difficult to attack airborne foes. It is simply a matter of locating them in your radar and looking up (**[L2]**) to target them. Enemy ACs are a little trickier. When facing bombardment from the sky, strafe away from the action, turn, and look up. Alternatively, boost straight up, gaining height over your foe, and attack the enemy in the air. AC units can attack from the sky only briefly and must land before they run out of energy. When they land, be ready for them.



CLOSE COMBAT

Use a blade or shield in close melee combat. You can employ it to destroy locks, scenery, and containers to conserve ammunition and expenditure. You will find these powerful tools for combat when you use a faster AC unit. Combine dashing blade attacks as you circle a foe and move into close combat.



SPLASH DAMAGE

Splash damage refers to damage caused at the periphery of an area-effect weapon (such as a bazooka). Such weapons cause large explosions that can significantly damage AC units lurking around corners. Often you can even destroy enemies that wait behind closed doors. (Watch the ammunition you expend trying, though.)



Training Complete

Once you master these techniques, combat becomes more entertaining and your enemies more susceptible to your maneuvering skills. Now you must choose the weapons and parts with which to inflict your mechanical pain.



INVENTORY

On the pages that follow you'll find a complete listing of all 202 parts for use with your Armored Core unit. Included are comparison charts, information on how to build an AC unit with an Excellent rating, and recommended parts.

The units shown are merely a tiny sampling of the vast and various array of mechs you can construct. Use them only as a starting point. It is up to you to discover the unit parts that you prefer.

Building Your Armored Core

Familiarize yourself with the following 14 part types:

1. HEAD:

Central information processing and optional radar; 12 parts available.

2. CORE:

Serves as torso, most of your armor, and holds your parts together (including optional parts); six parts available.

3. LEGS:

Movement. Two- and four-legged versions available, as well as tanks and floating units; 31 parts available.

4. BOOSTER:

Slotting into the back of your core, provides extra and airborne acceleration; seven parts available.

5. GENERATOR:

Generates power dispensed to all functioning parts. Located within the core; eight parts available.

6. RADIATOR:

Cools the unit after energy is used. Located within the core; eight parts available.

7. FIRE CONTROL SYSTEM

(FCS): Heads-Up Display targeting. Located within the core; ten parts available.

8. ARMS:

Hold and/or serve as weapons. Two arms slot either side of the Core torso unit; 23 parts available.

9. INSIDE:

Small optional device planted within the core. Usually defensive in nature; seven parts available.

10. EXTENSION:

Provides boost, missiles, and defense. Slotted at the top of the arms near the shoulders; eight parts available.

11. BACK UNIT:

Provides extra firepower or radar. Mounted on one or both shoulder placements; 32 parts available.

12. ARM UNIT R:

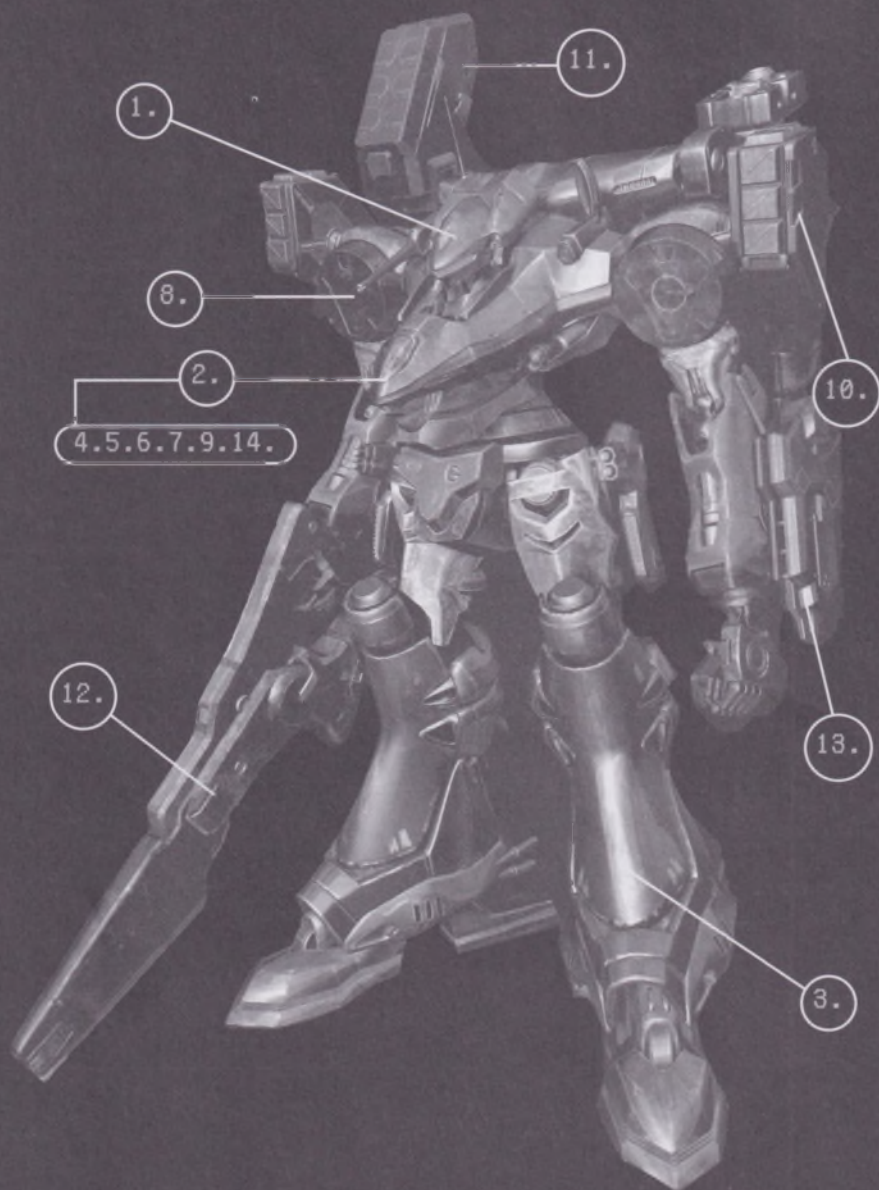
Device takes the form of a gun, rifle, or heavy weapon. Held in the right hand; 25 parts available.

13. ARM UNIT L:

Device takes the form of a laser blade or shield. Held in the left hand; nine parts available.

14. OPTIONAL:

Optional parts designed to modify your performance; 16 parts available.



USING THE SHOP

You may buy and sell any AC parts for the same value each time. For example, a set of ZAN-202/TEM arms are worth 21,200 credits whether you buy or sell them. You can buy certain Back Unit parts more than once. For example, you can equip your AC with an EWM-S608 missile launcher, and purchase another for the other shoulder.

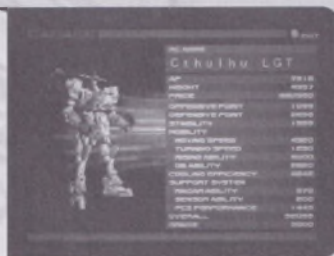


AC BUILDING BASICS

Once you have started to acquire capital to purchase bigger and better AC parts, it is time to choose the type of AC you are most comfortable piloting—light, medium, or heavy.

LIGHT ARMORED CORE UNITS

If you favor speed, flight, dexterous combat, and the ability to maneuver around all foes while remaining elusive, construct a lightweight AC. The arms, legs, and core parts you equip it with must be light. Back Unit weapons should be fitted onto one shoulder. Restrict right-arm weapons to machine guns, rifles, and handguns.



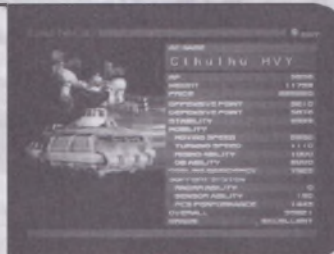
MEDIUM ARMORED CORE UNITS

If you prefer heavy firepower with some close-combat and dodging abilities, try constructing a lightweight AC with slightly more bulk and one larger weapon. Blades and quick-firing weapons are important, but your unit will need heavier legs to carry one large back-mounted weapon. Quadrupedal legs are best; they carry more weight, yet are still maneuverable.



HEAVY ARMORED CORE UNITS

Pilots willing to sacrifice speed for sheer firepower can build heavyweight Armored Cores bristling with massive weapons. These slow-moving units must take a lot of damage, but their extra armor and astounding firepower more than makes up for it. Double-mounted back weapons and even weapon arms serve well. Close combat should never be an option. Remain at range with this type.

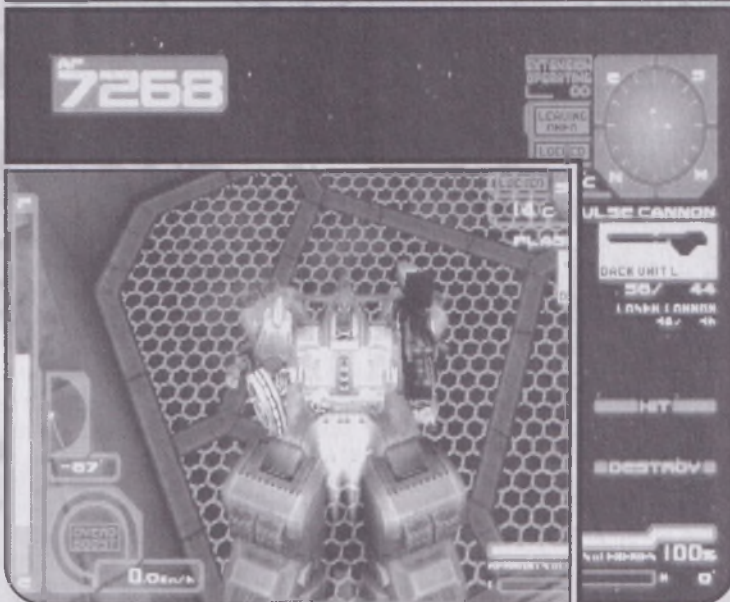
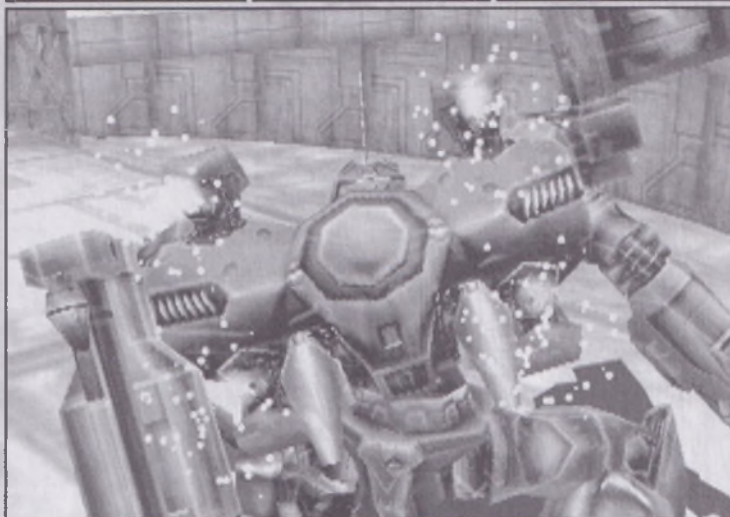


THE ARMORED CORE RATING

Once you have constructed your Armored Core, check its profile in the Garage under "Performance." The overall grade, the most important and relevant aspect of this performance chart, ranges through Below Average, Fair, Good, and Great to Excellent. The better your unit's overall grade, the more impressive your AC unit is.




We cannot reveal the calculations involved in rating your AC unit. To improve your rating, equip your unit with a variety of effective weapons. In general, the higher the part cost, the greater the rating improvement. Finally, weapons that work well together (a relation missile and a vertical missile system) can increase your rating, as well.



SEVEN EXCEPTIONAL ARMORED CORE UNITS

As examples of the wide variety of Armored Core units you can build, we constructed seven powerful AC units. The following information on building these units includes the parts utilized and their performance ratings. Add any optional parts you wish and try them out in the combat zone. They will not disappoint you.



AC NAME
Salamander V

AP	2500
WEIGHT	7180
PRICE	200000
OFFENSIVE POINT	1800
DEFENSIVE POINT	2700
STABILITY	4000
MOBILITY	5000
MOVING SPEED	1000
TURNING SPEED	1000
ACCEL. ABILITY	2000
OR. ABILITY	2000
COOLDOWN EFFICIENCY	100%
SUPPORT SYSTEM	100%
ARMOR ABILITY	100%
SENSOR ABILITY	100%
PCS PERFORMANCE	97%
OVERALL RATING	EXCELLENT



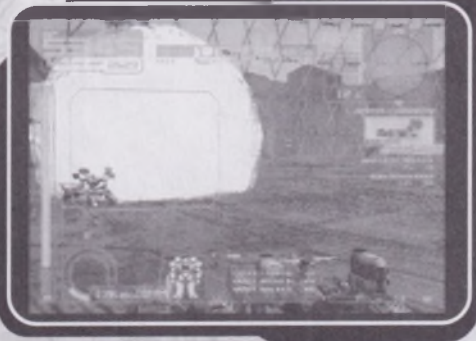
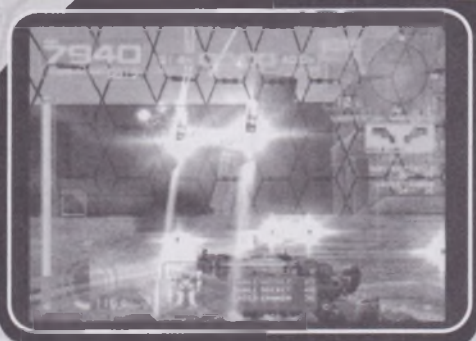
AC NAME
Ginrai

AP	2500
WEIGHT	7180
PRICE	200000
OFFENSIVE POINT	1800
DEFENSIVE POINT	2700
STABILITY	4000
MOBILITY	5000
MOVING SPEED	1000
TURNING SPEED	1000
ACCEL. ABILITY	2000
OR. ABILITY	2000
COOLDOWN EFFICIENCY	100%
SUPPORT SYSTEM	100%
ARMOR ABILITY	100%
SENSOR ABILITY	100%
PCS PERFORMANCE	97%
OVERALL RATING	EXCELLENT



AC NAME
Black Widow

AP	2500
WEIGHT	7180
PRICE	200000
OFFENSIVE POINT	1800
DEFENSIVE POINT	2700
STABILITY	4000
MOBILITY	5000
MOVING SPEED	1000
TURNING SPEED	1000
ACCEL. ABILITY	2000
OR. ABILITY	2000
COOLDOWN EFFICIENCY	100%
SUPPORT SYSTEM	100%
ARMOR ABILITY	100%
SENSOR ABILITY	100%
PCS PERFORMANCE	97%
OVERALL RATING	EXCELLENT



ARMORED CORE 1 "SALAMANDER"

EQUIPMENT
Head: **EHD-GARD**
Core: **ZCH-GR/1**
Arms: **EAN-S0**
Legs: **ELB-A1001**
Booster: **ZBT-H4/T**
FCS: **DOX-125**
Generator: **GPS-VN2**
Radiator: **RPS-MER/SA**
Inside: —
Extension: —

WEAPONS
Back Unit L: **ZRL-774/VH**
Back Unit R: **EWM-S608**
Arm Unit L: **ELS-2772**
Arm Unit R: **EWG-MGA2**

NOTES

The Salamander receives the lowest rating simply because it was built and purchased by selling the initial AC unit given players at the start of the game. Trade in those parts, and with a small amount of earnings, you can construct an AC with a better missile launcher, faster legs, a better gun, and excellent armor. Thus, you can build a reasonably powerful AC even at the very beginning of the game.

ARMORED CORE 2 "GINRAI"

EQUIPMENT
Head: **EHD-WACS**
Core: **ZCL-XA/2**
Arms: **ZAN-202/TEM**
Legs: **ZLN-XA2/FF**
Booster: **ZBT-Z1/ARTERE**
FCS: **VERTEX-124/EE**
Generator: **HOY-B999**
Radiator: **RPS-MER/SA**
Inside: —
Extension: **BEX-BD150**

WEAPONS
Back Unit L: —
Back Unit R: **EWG-GN44-AC**
Arm Unit L: **ELS-3443**
Arm Unit R: **ZWG-MG/ENE**

NOTES

Ginrai is an excellent AC designed for quick enemy takedowns. Its boost extensions provide great dodging ability, and its fast-firing machine gun makes for lethal circle-strafing. Add a spectacular heavy weapon, a head with built-in radar to lighten the load, and a close-combat blade of extreme power, and you have evidence that an AC unit need not be overburdened with weapons to be deadly.

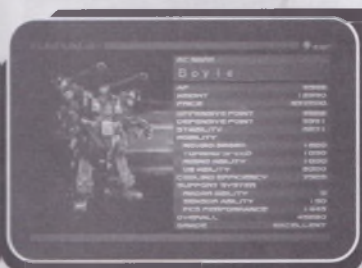
ARMORED CORE 3 "BLACK WIDOW"

EQUIPMENT
Head: **EHD-WACS**
Core: **ECL-ONE**
Arms: **ZAW-LC/NPM**
Legs: **ELF-XX33**
Booster: **ZBT-Z1/ARTERE**
FCS: **LODD-QHT**
Generator: **HOY-B999**
Radiator: **RPS-MER/A3**
Inside: **INW-DM/R11**
Extension: **BEX-BRM-04**

WEAPONS
Back Unit L: **EWX-VLS241**
Back Unit R: **EWX-VLS241**
Arm Unit L: —
Arm Unit R: —

NOTES

The Black Widow is an example of an Armored Core built both to take damage and dish it out. A mixture of highly damaging energy and solid weapon types allows you to drain your energy before switching to back-up missiles. These vertical projectiles, coupled with Extension relation missiles, cause massive enemy damage. Little wonder, then, that Nerves Concord awarded this unit an Excellent rating.



ARMORED CORE 4 "RAMPAGE"

EQUIPMENT

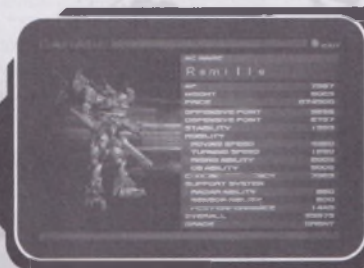
Head: EHD-WACS
Core: ZCL-XA/2
Arms: EAW-DC10
Legs: ZLR-ZIO/MATRIX
Booster: —
FCS: LODD-OHT
Generator: HOY-B999
Radiator: RPS-MER/A3
Inside: —
Extension: ZEX-RS/HOUND

WEAPONS

- ▣ Back Unit L: ZWX-IV/Pursuit
- ▣ Back Unit R: ZWX-IV/Pursuit

NOTES

This is a variation on the Armored Core unit used to take down Leos Klein at the end of the mission battles. With antimissiles forming the best part of this mech's defense, the huge grenade launchers provide devastating ordnance. And for foes who try to hide, try the ZWX-IV pursuit missiles—perfect for launching around corners. With excellent maneuverability (thanks to the legs), this is a well-stocked, but fast, heavy AC.



ARMORED CORE 5 "BOYLE"

EQUIPMENT

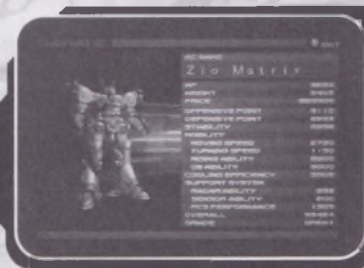
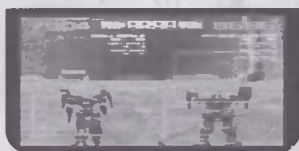
Head: EHD-GN-92
Core: ECH-D4
Arms: EAN-MHKS
Legs: ELN-STVM
Booster: ZBT-Z1/ARTERE
FCS: LODD-OHT
Generator: HOY-BV2500
Radiator: RBG-CLX5000
Inside: —
Extension: BEX-BRM-04

WEAPONS

- ▣ Back Unit L: ZWX-E90/MAC
- ▣ Back Unit R: ZWX-E90/MAC
- ▣ Arm Unit L: ZLS-T/100
- ▣ Arm Unit R: ZWG-MG/ENE

NOTES

Leos Klein's most trusted guard is encased in a walking behemoth—an overweight mech with a devastating back weapon that can simply bore itself into the ground, launch plasma cannon attacks while missiles fire (shrugging off enemy flack), and then finish the job with a rapid-fire machine gun. In creating your own version of Boyle, try toning down the core, generator, and radiator, and upping the maximum weight your legs can take.



ARMORED CORE 6 "REMILLE"

EQUIPMENT

Head: ZHD-2000/SV
Core: ZCL-XA/2
Arms: ZAN-202/TEM
Legs: ZLN-EK1/SRRT
Booster: ZBT-Z1/ARTERE
FCS: LODD-OHT
Generator: HOY-BV2500
Radiator: RBG-CLX5000
Inside: —
Extension: BEX-BD150

WEAPONS

- ▣ Back Unit L: ZXR-S/Stealth
- ▣ Back Unit R: ZXR-S/Stealth
- ▣ Arm Unit L: LS-MOONLIGHT
- ▣ Arm Unit R: ZWF-S/NIGHT

NOTES

Although Klein's right-hand woman employs an overweight mech, removing the Stealth Back Unit (substituting a single missile launcher), and using much lighter internal parts results in a very quick, lightly armored AC unit. Designed for sniping, Remille can enter close combat with extension boosts and deadly blades at its fingertips. At range, its stealth allows it to fire with virtual invisibility.



ARMORED CORE 7 "ZIO MATRIX AC"

EQUIPMENT

Head: ZHD-MO/EGRET
Core: ZCL-XA/2
Arms: ZAN-202/TEM
Legs: ZLN-XA/2/FF
Booster: ZBT-GEX/3000
FCS: LODD-BLAZER
Generator: GR-XR/SEED
Radiator: RPS-MER/A3
Inside: INW-BD-XVX
Extension: BEX-BRM-04

WEAPONS

- ▣ Back Unit L: ZWC-LQ/2552
- ▣ Back Unit R: ZWM-M24/1MU
- ▣ Arm Unit L: EES-777LAR
- ▣ Arm Unit R: KARASAWA-MK2

NOTES

This sample unit takes center stage in the opening movie, and is full of experimental Zio Matrix parts. Cutting down the radiator and generator and removing optional items such as the Inside part diminishes this overweight beast. This demands energy, so use Human Plus enhancements and energy-tweaking optional parts to get the most from this mech.



HIDDEN AC PARTS

Of the initial 168 parts, an additional 34 parts are hidden in the missions, awarded in the arena, or granted you by a grateful company sponsor. You'll find details on these in the introductions to each mission walkthrough. Usually these parts are rare, experimental, or improved versions of existing parts. Try them out as soon as you get them.

Parts Overview and Legend

The remaining pages in this inventory provide a complete rundown of all parts and every part statistic so you can more easily compare items before purchase. Not all descriptions are self-explanatory, however, so refer to the legend if you are unsure. Finally, note that the value range far exceeds the actual value of almost all parts.

INVENTORY LEGEND

Information	Value Range	Description
Price	0-999999	Price in the shop
Name	—	Name of part
Manufacturer	—	Name of part manufacturer
Weight	0-9999	Weight of the part
Energy Drain	0-9999	Energy consumption
Armor Point	0-9999	Part endurance value
Def Shell	0-9999	Defense versus live (solid) shells
Def Energy	0-9999	Defense versus energy weapons
System Recovery	—	How soon system error recovery is complete
Auto Balancer	—	Stability
Hacking Function	0-10	The higher the value, the greater your chance of opening a locked door
Map Type	No Memory, Area Memory, Area and Place Memory	Map display type
Noise Canceler	Y,N	Indicates whether this head comes with Noise Canceler, cutting out unnecessary sounds
Bio Sensor	Y,N	Indicates whether this head comes with Bio Sensor, showing organic life
Sensor Interval	0-9999	Interval of starting sensor
Radar Function	Y, N	Indicates whether this part has radar functions
Radar Range	0-99999	The higher the number, the wider the area detected
Radar Type	Standard, Circle, Octagon, Grid	Shape of radar. This does not affect performance
Scanning Interval	0-9999	Interval of starting scanner
Cooling	0-999	Value of heat recovery speed
Maximum Weight	0-9999	Maximum load capacity of the part
VS-MG-Response	0-99	Probability of successful interceptions of enemy missiles
VS-MG-Range	0-99	Range with which enemy missiles can be intercepted
Option Slots	0-99	Number of slots available on the core for attachment of optional parts
OB Power	—	Additional speed when using Over Boost
OB Energy Drain	—	Energy Consumption when use Over Boost
OB Limit	—	???
Extension TP	—	Indicates whether this arm part can be equipped with Extension parts
Energy Supply	—	Left arm's weapon attack; the arm adds energy to weapon equipped on that arm
Recoil Control	—	Whether this part reduces recoil from shooting or close combat
Weapon Lock (Lock Type)	Standard, Sideways, Narrow and Deep, Wide and Shallow, Lengthway, Special	Indicate the lock-on type when attacking an enemy
Attack Power	0-9999	Attack power of one shot/slash from a weapon
Number of Ammo	0-9999	Amount of ammunition in each weapon
Ammo Type	Solid, Energy	Ammunition type
Ammo Price	0-9999	Price of one round of ammunition
Ammo Heat	—	Calorific value of ammunition
Range	0-99999	The higher this number, the farther a shell will travel
Maximum Lock	0-99	Maximum number of possible lock-ons
Reload Time	0-99	Waiting period until the next shot can be fired
Usage Drain	—	Energy consumption when using the weapon
Discharge Heat	—	Calorific value when used
Recoil	—	Recoil value when fired
Moving Speed	0-999	The higher this number, the faster your AC
Landing Stability	—	Landing stability of AC
Defensive Stability	0-9999	AC stability after being hit by an enemy attack
Turning Speed	0-9999	The higher this number, the faster your AC will turn
Stationary Drain	0-9999	Energy consumption when the AC is not moving
Jump Function	—	Informs you of the presence of a Jump feature on the leg parts you are examining
Energy Output	0-9999	Total generator output
Maximum Charge	0-9999	Capacity of the energy gauge
Redzone	0-99999	Maximum value of Redzone
Calorific Value	—	Caloric (heat) value per 1 second
Boost Efficiency	—	Length of time the booster can be used
Lock Speed	0-99	Lock on speed
Maximum Launch	0-99	Maximum number of missiles fired from the Extension when enabled
Reload Time	—	Reload time
Recoil	—	Recoil value when fired
Stealth Sensor	—	Indicates whether an item comes with or without Stealth Sensor
Slots Required (Optional Part)	0-999	Number of slots needed

HEAD (12 PARTS)

The nerve center of your AC unit, the 12 different head parts generally come with or without a radar function. Heads with a radar function are indispensable in one-player missions; use those with Area and Place name functions. For simple one-on-one combat using larger mechs, choose a head with a higher armor value. Be sure to note Def Shell and Def Energy ratings before you buy.

ZHD-GE/OHR

ZHD-GE/OHR 25700C



Manufacturer: Zio Matrix
Price: 25700 credits
Weight: 114
Energy Drain: 350
Armor Point: 745
Defensive Point: 300
Computer Ability: 360
EDPS: 120

Notes: Lightest model. Well balanced.

EHD-GN-92

EHD-GN-92 33800C



Manufacturer: Emeraude
Price: 33800 credits
Weight: 378
Energy Drain: 702
Armor Point: 1012
Defensive Point: 495
Computer Ability: 712
EDPS: 80

Notes: Heavily armored defensive type. Hidden AC Part in Level 14.

EHD-NIGHTEYE

EHD-NIGHTEYE 49700C

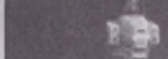


Manufacturer: Emeraude
Price: 49700 credits
Weight: 197
Energy Drain: 680
Armor Point: 840
Defensive Point: 332
Computer Ability: 498
EDPS: 460

Notes: Comes with advanced computer and mapping capabilities.

EHD-GARD

EHD-GARD 19300C



Manufacturer: Emeraude
Price: 19300 credits
Weight: 156
Energy Drain: 405
Armor Point: 597
Defensive Point: 276
Computer Ability: 1094
EDPS: 80

Notes: Battle type with fine balance.

ZHD-06/RW

ZHD-06/RW 30500C



Manufacturer: Zio Matrix
Price: 30500 credits
Weight: 253
Energy Drain: 480
Armor Point: 945
Defensive Point: 254
Computer Ability: 337
EDPS: 390

Notes: Inexpensive head equipped with radar.

EHD-ONE-NT

EHD-ONE-NT 52400C



Manufacturer: Emeraude
Price: 52400 credits
Weight: 188
Energy Drain: 982
Armor Point: 720
Defensive Point: 349
Computer Ability: 398
EDPS: 540

Notes: Universal multirole head.

ZHD-8008/S

ZHD-8008/S 41500C



Manufacturer: Zio Matrix
Price: 41500 credits
Weight: 179
Energy Drain: 431
Armor Point: 922
Defensive Point: 274
Computer Ability: 347
EDPS: 635

Notes: Head with wide-range search radar.

ZHD-AG/TURRET

ZHD-AG/TURRET 44700C



Manufacturer: Zio Matrix
Price: 44700 credits
Weight: 197
Energy Drain: 538
Armor Point: 1000
Defensive Point: 359
Computer Ability: 780
EDPS: 40

Notes: High AP head stressing the basics.

ZHD-MO/EGRET

ZHD-MO/EGRET 89000C



Manufacturer: Zio Matrix
Price: 89000 credits
Weight: 204
Energy Drain: 308
Armor Point: 898
Defensive Point: 322
Computer Ability: 510
EDPS: 598

Notes: Stable, high-end head by Zio.

ZHD-2000/SV

ZHD-2000/SV 38400C

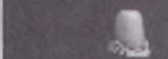


Manufacturer: Zio Matrix
Price: 38400 credits
Weight: 131
Energy Drain: 1045
Armor Point: 784
Defensive Point: 297
Computer Ability: 376
EDPS: 480

Notes: Lightweight, multifunction head.

EHD-DOME

EHD-DOME 52100C

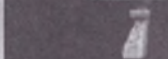


Manufacturer: Emeraude
Price: 52100 credits
Weight: 294
Energy Drain: 457
Armor Point: 966
Defensive Point: 400
Computer Ability: 312
EDPS: 160

Notes: High energy defense. Quite heavy

EHD-WACS

EHD-WACS 73300C




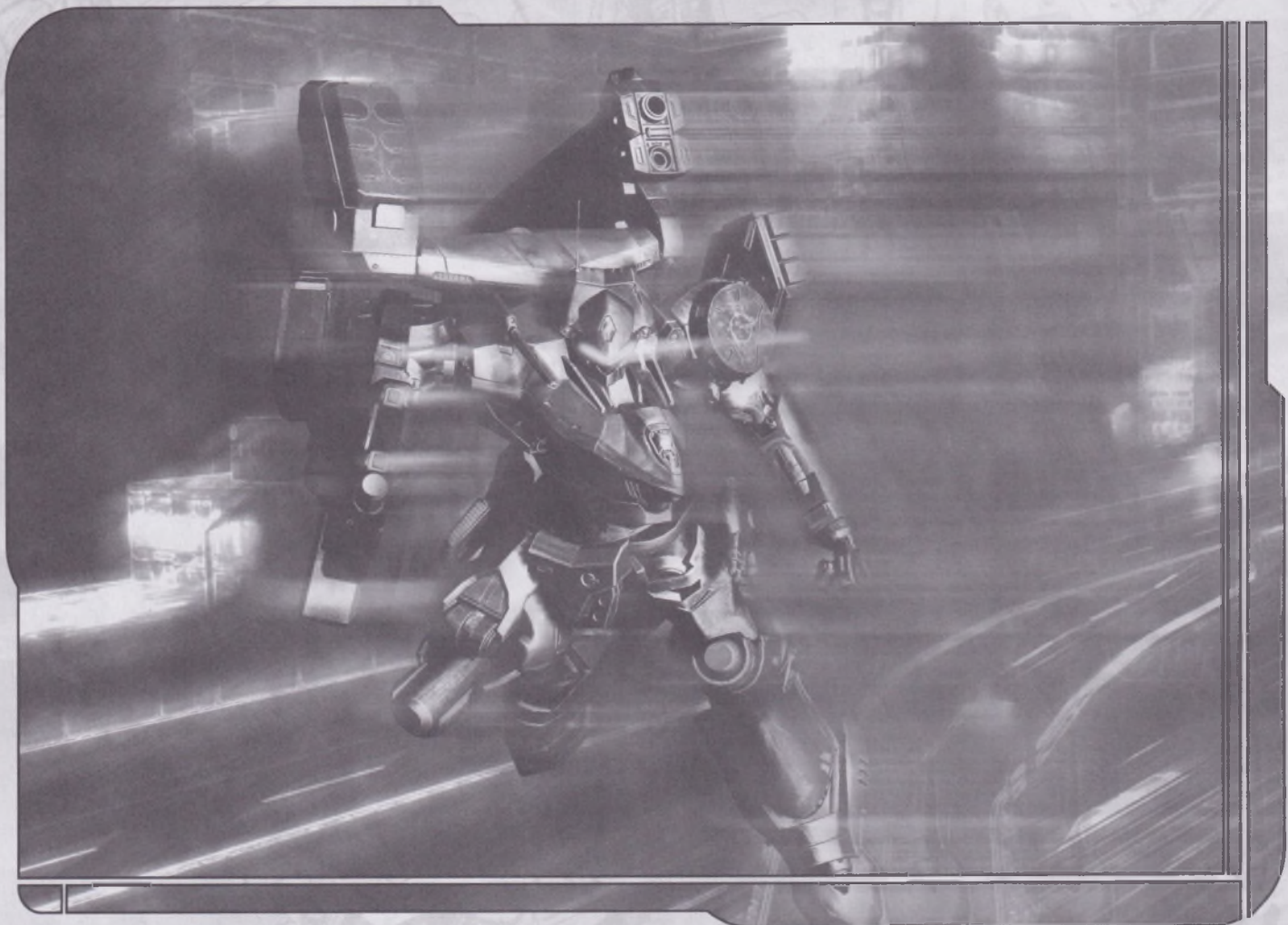
Manufacturer: Emeraude
Price: 73300 credits
Weight: 145
Energy Drain: 611
Armor Point: 698
Defensive Point: 222
Computer Ability: 348
EDPS: 770

Notes: Has all functions. Low basics.

Head Part Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Computer Type	Computer Voice	System Recovery	Auto Balancer	Hacking Function
ZHD-GE/OHR	25700	Zio Matrix	114	350	745	155	145	Rough	F	1200	240	2
EHD-GN-92	33800	Emeraude	378	702	1012	282	213	Rough	M	1728	540	1
EHD-NIGHTEYE	49700	Emeraude	197	680	840	177	155	Detailed	F	1020	396	1
EHD-GARD	19300	Emeraude	156	405	597	160	116	Rough	M	240	1070	1
ZHD-06/RW	30500	Zio Matrix	253	480	945	121	133	Standard	M	1420	195	1
EHD-ONE-NT	52400	Emeraude	188	982	720	184	165	Standard	M	660	332	3
ZHD-8008/S	41500	Zio Matrix	179	431	922	133	141	Detailed	F	1160	231	5
ZHD-AG/TURRET	44700	Zio Matrix	197	538	1000	201	158	Standard	F	1200	660	3
ZHD-MQ/EGRET	89000	Zio Matrix	204	308	898	169	153	Detailed	F	900	420	3
ZHD-2000/SV	38400	Zio Matrix	131	1045	784	136	161	Detailed	M	1740	202	2
EHD-DOME	52100	Emeraude	294	457	966	142	258	Standard	F	1420	170	4
EHD-WACS	73300	Emeraude	145	611	698	118	104	Detailed	M	480	300	4

Name	Map Type	Noise Canceler	Bio Sensor	Sensor Interval	Radar Function	Radar Range	Radar Type	Scanning Interval	Cooling	
ZHD-GE/OHR	No Memory	N	Y	60	N	—	—	—	22	
EHD-GN-92	N	Y	N	24	N	—	—	—	20	
EHD-NIGHTEYE	Area and Place Name	N	Y	0	Y	300	Standard	80	80	
EHD-GARD	N	N	Y	18	N	—	—	—	47	
ZHD-06/RW	Area Memory	N	N	0	Y	270	Standard	72	577	
EHD-ONE-NT	Area Memory	Y	Y	18	Y	340	Standard	66	102	
ZHD-8008/S	Area and Place Name	Y	N	24	Y	475	Standard	42	164	
ZHD-AG/TURRET	N	N	N	0	N	—	—	—	54	
ZHD-MQ/EGRET	Area and Place Name	Y	Y	10	Y	398	Standard	56	62	
ZHD-2000/SV	Area Memory	Y	Y	32	Y	280	Standard	70	32	
EHD-DOME	No Memory	Y	Y	0	N	—	—	—	242	
EHD-WACS	Area and Place Name	Y	Y	12	Y	570	Standard	16	98	



CORE (SIX PARTS)

Choosing the correct core—the central part of your AC unit—is important for a number of reasons. The most important aspect is your core's maximum weight—the greatest total weight of arms, arm weapons, shoulder mounting, and extension parts a core can hold without becoming overweight. Plan to purchase parts that add up to less than this number.

Armor points, weight, and defense against shells and energy are important, too, but also note your core's Option Slots value. The higher this number, the more optional parts you can fit onto your AC. A final note on the weight—this is added to the total weight your legs can take, and you may wish to purchase a lighter core part and sacrifice defense for speed.



ZCX-F/ROOK

ZCX-F/ROOK 99800c



Manufacturer: **Zio Matrix**
 Price: **99800 credits**
 Weight: **1016**
 Energy Drain: **1083**
 Armor Point: **2870**
 Defensive Point: **1090**
 Maximum Weight: **3170**

Override Boost: **121**
 Notes
 Standard Zio model with many slots for optional parts.

ECM-XR00

ECM-XR00 62200c



Manufacturer: **Emeraude**
 Price: **62200 credits**
 Weight: **1100**
 Energy Drain: **1055**
 Armor Point: **2640**
 Defensive Point: **969**
 Maximum Weight: **3322**

Override Boost: **151**
 Notes
 Standard Emerald model.

ECL-ONE

ECL-ONE 89000c



Manufacturer: **Emeraude**
 Price: **89000 credits**
 Weight: **754**
 Energy Drain: **1320**
 Armor Point: **2320**
 Defensive Point: **860**
 Maximum Weight: **2915**

Override Boost: **190**
 Notes
 Mobile battle type. Low defense.

ZCL-XA/2

ZCL-XA/2 110000c



Manufacturer: **Zio Matrix**
 Price: **110000 credits**
 Weight: **889**
 Energy Drain: **1773**
 Armor Point: **2180**
 Defensive Point: **955**
 Maximum Weight: **2832**

Override Boost: **165**
 Notes
 Lightweight core with great basic statistics.

ZCH-GR/1

ZCH-GR/1 74000c



Manufacturer: **Zio Matrix**
 Price: **74000 credits**
 Weight: **1322**
 Energy Drain: **973**
 Armor Point: **3164**
 Defensive Point: **1165**
 Maximum Weight: **3690**

Override Boost: **143**
 Notes
 Balanced heavy-weight core.

ECH-D4

ECH-D4 105000c



Manufacturer: **Emeraude**
 Price: **105000 credits**
 Weight: **1516**
 Energy Drain: **884**
 Armor Point: **3008**
 Defensive Point: **1267**
 Maximum Weight: **3842**

Override Boost: **119**
 Notes
 High defense but very few slots for optional parts.

Core Part Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Armor Points	Def Shell	Def Energy	Maximum Weight	VS-MG-Response	VS-MG-Range	Option Slots
ZCX-F/ROOK	99800	Zio Matrix	1016	1083	2870	542	548	3170	0	0	16
ECM-XR00	62200	Emeraude	1100	1055	2640	504	465	3322	48	64	11
ECL-ONE	89000	Emeraude	754	1320	2320	442	418	2915	42	48	16
ZCL-XA/2	110000	Zio Matrix	889	1773	2180	471	484	2832	0	0	21
ZCH-GR/1	74000	Zio Matrix	1322	973	3164	588	577	3690	0	0	10
ECH-D4	105000	Emeraude	1516	884	3008	664	603	3842	38	50	8

Name	OB Power	OB Energy Drain	OB Limit	Cooling
ZCX-F/ROOK	2460	20000	3000	442
ECM-XR00	2800	18000	2400	343
ECL-ONE	2820	22000	2400	273
ZCL-XA/2	3000	24000	3900	356
ZCH-GR/1	2400	20000	4200	497
ECH-D4	2000	18000	3000	398

LEGS-31 PARTS

Although some veteran AC pilots claim otherwise, many Ravens prefer four-legged AC units. The increased speed and weight allowance, coupled with a quicker turning ability, can give you an advantage in the combat zone. And remember that four-legged units allow you to fire larger shoulder-mounted weapons (on the fly/move) —and two-legged variants do not (unless you have Human Plus enhancements wired into your body; see Classified Information).

Tank legs are the ultimate for bringing devastating ordnance to combat, although you will be turning to find a quicker foe running rings around you for most of the battle. The reverse-jointed legs (also called "Chicken Legs") are a novelty, but slow. Finally, tank and float leg types do not allow boosting, leaving you unable to take to the skies for longer than a few seconds. You will find a reasonably heavy quadrupedal set of legs ideal for most of your combat needs.

Type A Legs—Bipedal

ZLN-XX0/TP



Manufacturer: **Zio Matrix**
 Price: **25000 credits**
 Weight: **1888**
 Energy Drain: **1844**
 Armor Point: **3050**
 Defensive Point: **966**
 Maximum Weight: **4954**

Movement Ability: **384**
 Weight Class: **Middleweight**
 Notes: **Standard bipedal legs.**

ZLN-XA1/FA



Manufacturer: **Zio Matrix**
 Price: **53700 credits**
 Weight: **2655**
 Energy Drain: **2350**
 Armor Point: **3473**
 Defensive Point: **1141**
 Maximum Weight: **5442**

Movement Ability: **379**
 Weight Class: **Heavyweight**
 Notes: **Advanced energy defense systems.**

ELN-2002AT



Manufacturer: **Emeraude**
 Price: **35000 credits**
 Weight: **2113**
 Energy Drain: **1313**
 Armor Point: **3628**
 Defensive Point: **1046**
 Maximum Weight: **4970**

Movement Ability: **378**
 Weight Class: **Middleweight**
 Notes: **High shell defense.**

ELN-02A



Manufacturer: **Emeraude**
 Price: **39000 credits**
 Weight: **1975**
 Energy Drain: **1782**
 Armor Point: **3215**
 Defensive Point: **1076**
 Maximum Weight: **5205**

Movement Ability: **387**
 Weight Class: **Middleweight**
 Notes: **Stable Emeraude signature model.**

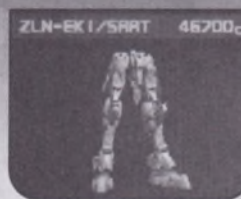
ZLN-XA2/FF



Manufacturer: **Zio Matrix**
 Price: **45600 credits**
 Weight: **2310**
 Energy Drain: **1899**
 Armor Point: **3380**
 Defensive Point: **1115**
 Maximum Weight: **5312**

Movement Ability: **388**
 Weight Class: **Middleweight**
 Notes: **An XA1 model adjusted for better balance.**

ZLN-EK1/SRRT



Manufacturer: **Zio Matrix**
 Price: **46700 credits**
 Weight: **1429**
 Energy Drain: **2398**
 Armor Point: **2646**
 Defensive Point: **982**
 Maximum Weight: **4010**

Movement Ability: **577**
 Weight Class: **Lightweight**
 Notes: **Light bipedal. Unstable but popular.**

ELN-701



Manufacturer: **Emeraude**
 Price: **68000 credits**
 Weight: **1990**
 Energy Drain: **3824**
 Armor Point: **2464**
 Defensive Point: **879**
 Maximum Weight: **4770**

Movement Ability: **554**
 Weight Class: **Middleweight**
 Notes: **Light with higher load capacity. Available only after +4 Emeraude corporate points.**

ZLN-WA02/SS



Manufacturer: **Zio Matrix**
 Price: **72000 credits**
 Weight: **1675**
 Energy Drain: **2840**
 Armor Point: **2939**
 Defensive Point: **1038**
 Maximum Weight: **4400**

Movement Ability: **568**
 Weight Class: **Lightweight**
 Notes: **Light, high-defense Zio bipedal.**

ZLN-2A/GR



Manufacturer: **Zio Matrix**
 Price: **45600 credits**
 Weight: **3070**
 Energy Drain: **2313**
 Armor Point: **3763**
 Defensive Point: **1318**
 Maximum Weight: **6518**

Movement Ability: **253**
 Weight Class: **Heavyweight**
 Notes: **High-energy defense.**

ELN-STUM



Manufacturer: **Emeraude**
 Price: **65000 credits**
 Weight: **3428**
 Energy Drain: **2414**
 Armor Point: **3828**
 Defensive Point: **1410**
 Maximum Weight: **7630**

Movement Ability: **271**
 Weight Class: **Heavyweight**
 Notes: **First-class armor points and load capacity.**

ZLN-9001/A



Manufacturer: **Zio Matrix**
 Price: **54200 credits**
 Weight: **2850**
 Energy Drain: **2220**
 Armor Point: **3682**
 Defensive Point: **1274**
 Maximum Weight: **7020**

Movement Ability: **259**
 Weight Class: **Heavyweight**
 Notes: **Zio heavy legs. Very stable.**

Type B Legs—Reverse Jointed

ELB-A1001

ELB-A1001 18000c



Manufacturer: **Emeraude**
 Price: **18000 credits**
 Weight: **2490**
 Energy Drain: **1412**
 Armor Point: **2895**
 Defensive Point: **954**
 Maximum Weight: **4756**

Movement Ability: **445**
 Notes
Least expensive reverse joint legs.

ZLB-3322/OP

ZLB-3322/OP 32200c



Manufacturer: **Zio Matrix**
 Price: **32200 credits**
 Weight: **2649**
 Energy Drain: **1489**
 Armor Point: **3123**
 Defensive Point: **1003**
 Maximum Weight: **5240**

Movement Ability: **452**
 Notes
Standard reverse joint legs.

ELB-5005B

ELB-5005B 30200c



Manufacturer: **Emeraude**
 Price: **30200 credits**
 Weight: **2074**
 Energy Drain: **1285**
 Armor Point: **2740**
 Defensive Point: **797**
 Maximum Weight: **4965**

Movement Ability: **470**
 Notes
Lightest reverse-joint legs.

ZLB-7744/VAT

ZLB-7744/VAT 41000c



Manufacturer: **Zio Matrix**
 Price: **41000 credits**
 Weight: **2877**
 Energy Drain: **1715**
 Armor Point: **3602**
 Defensive Point: **1260**
 Maximum Weight: **6500**

Movement Ability: **338**
 Notes
New heavy-armor reverse-joint legs.

Type C Legs—Quadrupedal

ELB-XXE-LAPIN

ELB-XXE-LAPIN 46000c



Manufacturer: **Emeraude**
 Price: **46000 credits**
 Weight: **2920**
 Energy Drain: **1568**
 Armor Point: **3478**
 Defensive Point: **1163**
 Maximum Weight: **6010**

Movement Ability: **331**
 Notes
Heavy. High stability and cooling. Available only after acquiring +22 Emeraude corporate points.

ZLF-TR05/INTS

ZLF-TR05/INTS 63000c



Manufacturer: **Zio Matrix**
 Price: **63000 credits**
 Weight: **2493**
 Energy Drain: **3310**
 Armor Point: **2629**
 Defensive Point: **974**
 Maximum Weight: **4140**

Movement Ability: **608**
 Notes
Most mobile of all four-legged parts.

ZLF-A3/CARM

ZLF-A3/CARM 37000c



Manufacturer: **Zio Matrix**
 Price: **37000 credits**
 Weight: **2450**
 Energy Drain: **2996**
 Armor Point: **3050**
 Defensive Point: **1082**
 Maximum Weight: **5120**

Movement Ability: **572**
 Notes
Low energy usage. Good cooling.

ELF-DEX-2F

ELF-DEX-2F 42000c



Manufacturer: **Emeraude**
 Price: **42000 credits**
 Weight: **2573**
 Energy Drain: **3225**
 Armor Point: **2733**
 Defensive Point: **1144**
 Maximum Weight: **4592**

Movement Ability: **540**
 Notes
Standard quadrupedal type.

ELF-SOC61

ELF-SOC61 84200c



Manufacturer: **Emeraude**
 Price: **84200 credits**
 Weight: **2890**
 Energy Drain: **4005**
 Armor Point: **3220**
 Defensive Point: **1180**
 Maximum Weight: **5358**

Movement Ability: **555**
 Notes
Highest energy defense of quadrupeds.

ELF-XX33

ELF-XX33 78700c



Manufacturer: **Emeraude**
 Price: **78700 credits**
 Weight: **2650**
 Energy Drain: **3570**
 Armor Point: **3722**
 Defensive Point: **1108**
 Maximum Weight: **5820**

Movement Ability: **473**
 Notes
High load capacity. Heavy.

ZLC-M2/PIKE

ZLC-M2/PIKE 36000c



Manufacturer: **Zio Matrix**
 Price: **36000 credits**
 Weight: **3027**
 Energy Drain: **3116**
 Armor Point: **2938**
 Defensive Point: **1048**
 Maximum Weight: **5480**

Movement Ability: **440**
 Notes
Fast. Low defense and armor point value.

ELC-MLK0303

ELC-MLK0303 15000c



Manufacturer: **Emeraude**
 Price: **15000 credits**
 Weight: **4178**
 Energy Drain: **978**
 Armor Point: **3640**
 Defensive Point: **1323**
 Maximum Weight: **6950**

Movement Ability: **364**
 Notes
Inexpensive. High shell defense.

ELC-D1S1

ELC-D1S1 59000c



Manufacturer: **Emeraude**
 Price: **59000 credits**
 Weight: **3636**
 Energy Drain: **2625**
 Armor Point: **3833**
 Defensive Point: **1483**
 Maximum Weight: **8600**

Movement Ability: **396**
 Notes
Extremely high load capacity.

ELC-HTT0808

ELC-HTT0808 25700c



Manufacturer: **Emeraude**
 Price: **25700 credits**
 Weight: **2972**
 Energy Drain: **2922**
 Armor Point: **3688**
 Defensive Point: **1281**
 Maximum Weight: **7842**

Movement Ability: **396**
 Notes
Hover propulsion system.

ZLC-C04T/CYOR

ZLC-C04T/CYOR 74000c



Manufacturer: **Zio Matrix**
 Price: **74000 credits**
 Weight: **3120**
 Energy Drain: **3085**
 Armor Point: **3624**
 Defensive Point: **1346**
 Maximum Weight: **7200**

Movement Ability: **395**
 Notes
Excellent energy defense.

ZLR-K196/RJ

ZLR-K196/RJ 31000c



Manufacturer: **Zio Matrix**
 Price: **31000 credits**
 Weight: **2188**
 Energy Drain: **2425**
 Armor Point: **2660**
 Defensive Point: **942**
 Maximum Weight: **4530**

Movement Ability: **537**
 Notes
Celebrated first floating type.

ZLR-EE/STOL

ZLR-EE/STOL 49000c



Manufacturer: **Zio Matrix**
 Price: **49000 credits**
 Weight: **2584**
 Energy Drain: **2664**
 Armor Point: **2940**
 Defensive Point: **1045**
 Maximum Weight: **4940**

Movement Ability: **554**
 Notes
Basic model. Stable performance.

ZLR-MOC200/FG

ZLR-MOC200/FG 67000c



Manufacturer: **Zio Matrix**
 Price: **67000 credits**
 Weight: **1900**
 Energy Drain: **3572**
 Armor Point: **2720**
 Defensive Point: **833**
 Maximum Weight: **5440**

Movement Ability: **515**
 Notes
High load capacity. Available only after acquiring +5 Zio Matrix corporate points.

ZLR-TII/BUD

ZLR-TII/BUD 84000c



Manufacturer: **Zio Matrix**
 Price: **84000 credits**
 Weight: **2650**
 Energy Drain: **2871**
 Armor Point: **2580**
 Defensive Point: **851**
 Maximum Weight: **3660**

Movement Ability: **630**
 Notes
High-speed type. Great mobility.

ZLR-ZIO/MATRIX

ZLR-ZIO/MATRIX 125000c



Manufacturer: **Zio Matrix**
 Price: **125000 credits**
 Weight: **2675**
 Energy Drain: **3122**
 Armor Point: **3122**
 Defensive Point: **1133**
 Maximum Weight: **5370**

Movement Ability: **594**
 Notes
Zio's new flagship model. Available only after acquiring +24 Zio Matrix corporate points.

Leg Types Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Maximum Weight	Moving Speed	Landing Stability	Defensive Stability	Turning Speed
Type A—Bipedal												
ZLN-XX0/TP	25000	Zio Matrix	1888	1844	3050	504	462	4954	274	1007	1077	440
ZLN-XA1/FA	53700	Zio Matrix	2655	2350	3473	475	666	5442	266	1200	1425	452
ELN-2002AT	35000	Emeraude	2113	1313	3628	711	335	4970	272	1000	1106	424
ELN-02A	39000	Emeraude	1975	1782	3215	551	525	5205	275	1100	1213	448
ZLN-XA2/FF	45600	Zio Matrix	2310	1899	3380	572	543	5312	273	1218	1570	460
ZLN-EK1/SRRT	46700	Zio Matrix	1429	2398	2646	478	504	4010	452	677	570	500
ELN-701	68000	Emeraude	1990	3824	2464	442	437	4770	436	1057	665	472
ZLN-WA02/SS	72000	Zio Matrix	1675	2840	2939	515	523	4400	445	847	932	492
ZLN-2A/GR	45600	Zio Matrix	3070	2313	3763	607	711	6518	146	2946	2520	428
ELN-STVM	65000	Emeraude	3428	2414	3828	754	656	7630	162	3533	2998	436
ZLN-9001/A	54200	Zio Matrix	2850	2220	3682	685	589	7020	153	3245	3799	424

Name	Stationary Drain	Jump Function	Braking Ability	Cooling
ZLN-XX0/TP	563	Y	100	454
ZLN-XA1/FA	1328	Y	110	411
ELN-2002AT	448	Y	92	177
ELN-02A	650	Y	108	488
ZLN-XA2/FF	687	Y	110	525
ZLN-EK1/SRRT	553	Y	92	744
ELN-701	612	Y	88	694
ZLN-WA02/SS	853	Y	94	883
ZLN-2A/GR	1117	Y	118	384
ELN-STVM	906	Y	140	445
ZLN-9001/A	680	Y	125	566



Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Maximum Weight	Moving Speed	Landing Stability	Defensive Stability	Turning Speed
Type B—Reverse Jointed												
ELB-A1001	18000	Emeraude	2490	1412	2895	513	441	4756	320	2078	2078	500
ZLB-3322/OP	32200	Zio Matrix	2649	1489	3123	545	458	5240	322	2456	2360	520
ELB-5005B	30200	Emeraude	2074	1285	2740	377	420	4965	326	2156	1974	568
ZLB-7744/VAT	41000	Zio Matrix	2877	1715	3602	688	572	6500	223	3000	3015	460
ELB-XXE-LAPIN	46000	Emeraude	2920	1568	3478	674	489	6010	214	3390	3378	468

Name	Stationary Drain	Jump Function	Braking Ability	Cooling
ELB-A1001	287	Y	89	504
ZLB-3322/OP	349	Y	105	450
ELB-5005B	198	Y	114	777
ZLB-7744/VAT	437	Y	108	622
ELB-XXE-LAPIN	375	Y	100	811



Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Maximum Weight	Moving Speed	Landing Stability	Defensive Stability	Turning Speed
Type C—Quadrupedal												
ZLF-TR05/INTS	63000	Zio Matrix	2493	3310	2629	446	528	4140	487	2244	1572	484
ZLF-A3/CARM	37000	Zio Matrix	2450	2996	3050	472	610	5120	453	2612	1733	476
ELF-DEX-2F	42000	Emeraude	2573	3225	2733	544	600	4592	425	2645	1840	460
ELF-SOC61	84200	Emeraude	2890	4005	3220	486	694	5358	445	3080	2950	440
ELF-XX33	78700	Emeraude	2650	3570	3722	552	556	5820	360	2402	1960	452

Name	Stationary Drain	Jump Function	Braking Ability	Cooling
ZLF-TR05/INTS	1640	Y	124	1212
ZLF-A3/CARM	1985	Y	136	1640
ELF-DEX-2 F	1665	Y	152	1424
ELF-SOC61	3584	Y	107	1242
ELF-XX33	2990	Y	116	1076



Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Maximum Weight	Moving Speed	Landing Stability	Defensive Stability	Turning Speed
Type D—Tank												
ZLC-M2/PIKE	36000	Zio Matrix	3027	3116	2938	545	503	5480	300	2825	1630	560
ELC-MLK0303	15000	Emeraude	4178	978	3640	746	577	6950	255	4115	3810	436
ELC-D1S1	59000	Emeraude	3636	2625	3833	805	678	8600	269	5000	5040	508
ELC-HTT0808	25700	Emeraude	2972	2922	3688	646	635	7842	285	4530	1741	444
ZLC-C04T/CYOR	74000	Zio Matrix	3120	3085	3624	603	743	7200	274	4522	4455	484

Name	Stationary Drain	Jump Function	Braking Ability	Cooling
ZLC-M2/PIKE	2415	N	254	412
ELC-MLK0303	294	N	311	1277
ELC-D1S1	1320	N	366	576
ELC-HTT0808	2365	N	288	625
ZLC-C04T/CYOR	925	N	188	1044



Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Maximum Weight	Moving Speed	Landing Stability	Defensive Stability	Turning Speed
Type E—Antigravity												
ZLR-K196/RJ	31000	Zio Matrix	2188	2425	2660	498	444	4530	433	847	997	416
ZLR-EE/STOL	49000	Zio Matrix	2584	2664	2940	544	501	4940	444	1022	1106	440
ZLR-MOC200/FG	67000	Zio Matrix	1900	3572	2720	396	437	5440	421	925	1007	376
ZLR-TII/BUD	84000	Zio Matrix	2650	2871	2580	374	477	3660	510	1061	980	480
ZLR-ZIQ/MATRIX	125000	Zio Matrix	2675	3122	3122	572	561	5370	476	1368	1424	472

Name	Stationary Drain	Jump Function	Braking Ability	Cooling
ZLR-K196/RJ	1577	N	89	1114
ZLR-EE/STOL	1970	N	94	892
ZLR-MOC200/FG	2010	N	100	1524
ZLR-TII/BUD	3467	N	107	644
ZLR-ZIQ/MATRIX	3014	N	116	793



BOOSTER-SEVEN PARTS

This important piece of machinery is useful when you want to add extra punch to moving forward, backward or upward. Carefully weigh up your boost power to your charge drain. The more powerful boost units (such as the ZBT-Z1/ARTERE) are very energy-intensive. Instead, you might try the EBT-GR4300, which uses less energy but still allows you fast accelerated movement.

You may not equip Boosters on ACs with larger leg types, such as tank or float units. And be sure to check the two Extension parts BEX-BD150 and BEX-BB210. These dive and back boosters, when fitted, allow you to move quickly downward or backward—an interesting choice for experienced pilots in the combat zone who want a little more maneuverability.

EBT-GE



Manufacturer: **Emeraude**
Price: **11000 credits**
Weight: **204**
Energy Drain: **27**
Boost Power: **9800**
Charge Drain: **4350**

Notes: **Cheapest. Low output and energy use.**

EBT-GE2100



Manufacturer: **Emeraude**
Price: **13500 credits**
Weight: **164**
Energy Drain: **33**
Boost Power: **13050**
Charge Drain: **4400**

Notes: **Advanced type. Light and higher output.**

ZBT-H4/T



Manufacturer: **Zio Matrix**
Price: **75000 credits**
Weight: **235**
Energy Drain: **38**
Boost Power: **17200**
Charge Drain: **4600**

Notes: **Balanced output and energy use.**

EBT-V55



Manufacturer: **Emeraude**
Price: **31700 credits**
Weight: **150**
Energy Drain: **30**
Boost Power: **14700**
Charge Drain: **3870**

Notes: **High efficiency by careful energy use.**

ZBT-Z1/ARTERE



Manufacturer: **Zio Matrix**
Price: **44000 credits**
Weight: **312**
Energy Drain: **41**
Boost Power: **21000**
Charge Drain: **7000**

Notes: **Powerful model with highest output.**

ZBT-GEX/3000



Manufacturer: **Zio Matrix**
Price: **62800 credits**
Weight: **255**
Energy Drain: **35**
Boost Power: **19300**
Charge Drain: **5040**

Notes: **High power model with adjusted output. Hidden AC Part, found on Level 19.**

EBT-GR4300

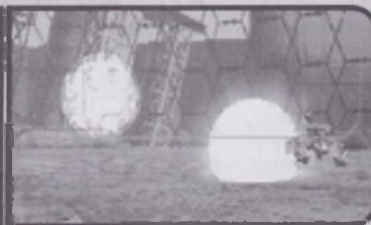


Manufacturer: **Emeraude**
Price: **52700 credits**
Weight: **186**
Energy Drain: **35**
Boost Power: **8800**
Charge Drain: **2500**

Notes: **Low energy use, but low output.**

Booster Part Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Boost Power	Charge Drain	Boost Efficiency
EBT-GE	11000	Emeraude	204	27	9800	4350	883
EBT-GE2100	13500	Emeraude	164	33	13050	4400	873
ZBT-H4/T	75000	Zio Matrix	235	38	17200	4600	835
EBT-V55	31700	Emeraude	150	30	14700	3870	992
ZBT-Z1/ARTERE	44000	Zio Matrix	312	41	21000	7000	548
ZBT-GEX/3000	62800	Zio Matrix	255	35	19300	5040	762
EBT-GR4300	52700	Emeraude	186	35	8800	2500	1536



FIRE CONTROL SYSTEM (FCS)—10 PARTS

The FCS, or Fire Control System, is your targeting computer. It searches the battlefield (in conjunction with your radar) for signs of enemy movement, and locks onto it so you can fire missiles. The tradeoff is speed over number of lock-ons. For example, the DOX-125 is fast at targeting units, but can manage only two at a time. Conversely, the DOX-PG2 can manage 12 lock-ons, but with a very slow lock speed of 46. Obviously, multilock types allow you to target more than one enemy at once.

Additionally, the different FCS models employ five types of targeting sights:



Standard: A large square box with an out-of-target border.



Wide and Shallow: A huge target area, allowing you to target nearby enemies with confidence.



Sideway: The choice for targeting ground targets, but not jumping or airborne enemies.

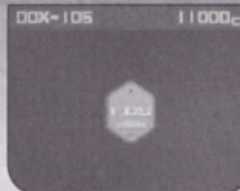


Narrow and Deep: A very small target window, designed for professional pilots who need quicker lock-on times.



Lengthway: The choice for targeting air and jumping targets, but not those moving swiftly from side to side.

DOX-105



Manufacturer: **Balena**
Price: **11000 credits**
Weight: **16**
Energy Drain: **24**
Maximum Lock: **5**
Lock Speed: **40**
Lock Type: **ST**
Sight Ability: **210**

Notes

Standard single type. Five locks maximum.

DOX-125



Manufacturer: **Balena**
Price: **22800 credits**
Weight: **18**
Energy Drain: **24**
Maximum Lock: **2**
Lock Speed: **29**
Lock Type: **ST**
Sight Ability: **224**

Notes

Standard "multi" type. Two locks maximum.

DOX-PG2



Manufacturer: **Balena**
Price: **16600 credits**
Weight: **16**
Energy Drain: **24**
Maximum Lock: **12**
Lock Speed: **46**
Lock Type: **ST**
Sight Ability: **196**

Notes

Longer lock range. 12 locks maximum.

LODD-8



Manufacturer: **Emeraude**
Price: **20300 credits**
Weight: **8**
Energy Drain: **12**
Maximum Lock: **2**
Lock Speed: **33**
Lock Type: **WS**
Sight Ability: **266**

Notes

Wide-area "multi" type. Two locks maximum.

DOX-ALM



Manufacturer: **Balena**
Price: **36000 credits**
Weight: **10**
Energy Drain: **16**
Maximum Lock: **4**
Lock Speed: **33**
Lock Type: **WS**
Sight Ability: **280**

Notes

Wide-area single type. Four locks maximum. Hidden AC Part located in Level 13.

VERTEX-750/W



Manufacturer: **Zio Matrix**
Price: **47800 credits**
Weight: **12**
Energy Drain: **19**
Maximum Lock: **6**
Lock Speed: **41**
Lock Type: **LW**
Sight Ability: **238**

Notes

Vertical type. Six locks maximum.

LODD-BLAZER

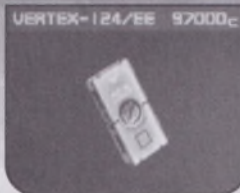


Manufacturer: **Emeraude**
Price: **62000 credits**
Weight: **18**
Energy Drain: **38**
Maximum Lock: **12**
Lock Speed: **40**
Lock Type: **SW**
Sight Ability: **214**

Notes

Horizontal type. Twelve locks maximum.

VERTEX-124/EE



Manufacturer: **Zio Matrix**
Price: **97000 credits**
Weight: **27**
Energy Drain: **55**
Maximum Lock: **8**
Lock Speed: **26**
Lock Type: **ND**
Sight Ability: **182**

Notes

Long-range single type. Eight locks maximum.

LODD-QHT



Manufacturer: **Emeraude**
Price: **110000 credits**
Weight: **37**
Energy Drain: **65**
Maximum Lock: **12**
Lock Speed: **29**
Lock Type: **SW**
Sight Ability: **188**

Notes

Wide-area "multi" type. 12 locks maximum.

DOX-ELENA



Manufacturer: **Balena**
Price: **92000 credits**
Weight: **18**
Energy Drain: **75**
Maximum Lock: **2**
Lock Speed: **34**
Lock Type: **ND**
Sight Ability: **126**

Notes

Longest lock range. Two locks maximum. Available to those ranked 30 or higher in Arena mode.

Fire Control System Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Maximum Lock	Lock Speed	Target	Lock Type	Sight Range	Sight Ability	Precision	Reticle Mobility
DOX-105	11000	Balena	16	24	5	40	Single	Standard	360	210	8	65
DOX-125	22800	Balena	18	24	2	29	Multi	Standard	338	224	8	52
DOX-PG2	16600	Balena	16	24	12	46	Multi	Standard	550	196	6	50
LODD-8	20300	Emeraude	8	12	2	33	Multi	Wide and Shallow	287	266	6	30
DOX-ALM	36000	Balena	10	16	4	33	Multi	Wide and Shallow	353	280	4	50
VERTEX-750/W	47800	Zio Matrix	12	19	6	41	Single	Lengthway	481	238	6	62
LODD-BLAZER	62000	Emeraude	18	38	12	40	Multi	Sideway	481	214	8	30
VERTEX-124/EE	97000	Zio Matrix	27	55	8	26	Single	Narrow	720	182	4	60
LODD-QHT	110000	Emeraude	37	65	12	29	Multi	and Deep Sideway	351	188	5	45
DOX-ELENA	92000	Balena	18	75	2	34	Multi	Narrow and Deep	1125	126	8	42

GENERATOR—EIGHT PARTS

The energy source powering your AC unit, the generator is a vital piece of machinery. As with many other parts, the heavier the generator, the more power it can make—at the expense of speed and other items you may wish to equip. The GR-XR/SEED is a good all-around choice, but let your personal preference guide you here. Test all the generators and pick the one that redlines the slowest and cools the fastest with the rest of your AC.

GPS-UA

GPS-UA 20500c



Manufacturer: **Emeraude**
 Price: **20500 credits**
 Weight: **305**
 Energy Output: **5782**
 Maximum Charge: **28000**
 Redzone: **5800**
 Calorific Value: **2420**

Notes: **Most economical. Lowest capacity.**

GPS-VN2

GPS-VN2 33400c

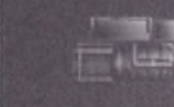


Manufacturer: **Emeraude**
 Price: **33400 credits**
 Weight: **360**
 Energy Output: **5782**
 Maximum Charge: **43000**
 Redzone: **4000**
 Calorific Value: **3884**

Notes: **Successor to the VA. Higher capacity.**

GR-XR/15000

GR-XR/15000 23700c



Manufacturer: **Zio Matrix**
 Price: **23700 credits**
 Weight: **228**
 Energy Output: **6560**
 Maximum Charge: **38000**
 Redzone: **4000**
 Calorific Value: **2555**

Notes: **Lightweight, high-capacity model.**

GR-XR/SEED

GR-XR/SEED 28000c



Manufacturer: **Zio Matrix**
 Price: **28000 credits**
 Weight: **238**
 Energy Output: **7640**
 Maximum Charge: **33000**
 Redzone: **4000**
 Calorific Value: **4622**

Notes: **Lightweight, high-output model.**

HOY-B999

HOY-B999 48000c



Manufacturer: **Balena**
 Price: **48000 credits**
 Weight: **348**
 Energy Output: **9947**
 Maximum Charge: **34000**
 Redzone: **4500**
 Calorific Value: **3760**

Notes: **Well-balanced model.**

HOY-B1000

HOY-B1000 45000c



Manufacturer: **Balena**
 Price: **45000 credits**
 Weight: **398**
 Energy Output: **13000**
 Maximum Charge: **34000**
 Redzone: **2500**
 Calorific Value: **3500**

Notes: **High-output model. Small redzone. Available once you obtain +11 Balena corporate points.**

GPS-BUX/10

GPS-BUX/10 57000c



Manufacturer: **Emeraude**
 Price: **57000 credits**
 Weight: **650**
 Energy Output: **8900**
 Maximum Charge: **48000**
 Redzone: **3500**
 Calorific Value: **5210**

Notes: **High level with stable performance.**

HOY-BU2500


HOY-BU2500 38000c



Manufacturer: **Balena**
 Price: **38000 credits**
 Weight: **980**
 Energy Output: **9210**
 Maximum Charge: **53000**
 Redzone: **3000**
 Calorific Value: **2990**

Notes: **Very heavy, but powerful capacitor. Hidden AC Part available in Level 34.**

Generator Part Comparison Table

Name	Price	Manufacturer	Weight	Energy Output	Maximum Charge	Redzone	Caloric Value	
GPS-VA	20500	Emeraude	305	5782	28000	5800	2420	
GPS-VN2	33400	Emeraude	360	5782	43000	4000	3884	
GR-XR/15000	23700	Zio Matrix	228	6560	38000	4000	2555	
GR-XR/SEED	28000	Zio Matrix	238	7640	33000	4000	4622	
HOY-B999	48000	Balena	348	9947	34000	4500	3760	
HOY-B1000	45000	Balena	398	13000	34000	2500	3500	
GPS-BVX/10	57000	Emeraude	650	8900	48000	3500	5210	
HOY-BV2500	38000	Balena	980	9210	53000	3000	2990	

RADIATOR—EIGHT PARTS

As with all the parts in this gigantic list, you should feel free to experiment with parts combinations to satisfy your own mech-building desires. That said, the RRX-COT-1550 (when available) has fantastic cooling and forced-cooling abilities. Although it uses a lot of energy, it cools your mech quickly and effectively in the combat zone. Choose a radiator with high cooling and forced cooling that can meet your budget and your AC's energy consumption.

RPS-MER/SA

RPS-MER/SA 18700c



Manufacturer: **Zio Matrix**
 Price: **18700 credits**
 Weight: **125**
 Energy Drain: **124**
 Cooling: **4988**
 Forced Cooling: **4988**

Notes
Least expensive model.

RRX-COT-1000

RRX-COT-1000 24000c



Manufacturer: **Balena**
 Price: **24000 credits**
 Weight: **267**
 Energy Drain: **135**
 Cooling: **6700**
 Forced Cooling: **4988**

Notes
Popular version for normal use.

RBG-CM6

RBG-CM6 29800c



Manufacturer: **Emeraude**
 Price: **29800 credits**
 Weight: **153**
 Energy Drain: **201**
 Cooling: **6672**
 Forced Cooling: **5976**

Notes
Popular version for emergency use.

RPS-MB/MKD

RPS-MB/MKD 37500c



Manufacturer: **Zio Matrix**
 Price: **37500 credits**
 Weight: **376**
 Energy Drain: **329**
 Cooling: **6980**
 Forced Cooling: **9260**

Notes
Revised SA model. Good for emergency use.

RPS-MER/A3

RPS-MER/A3 65000c



Manufacturer: **Zio Matrix**
 Price: **65000 credits**
 Weight: **325**
 Energy Drain: **354**
 Cooling: **8218**
 Forced Cooling: **8700**

Notes
Normal and emergency use. Very pricey.

RRX-COT-1550

RRX-COT-1550 56000c



Manufacturer: **Balena**
 Price: **56000 credits**
 Weight: **288**
 Energy Drain: **1060**
 Cooling: **7640**
 Forced Cooling: **10200**

Notes
High-quality—and high energy consumption. Available only after you acquire +11 Balena corporate points.

RRX-COT-GK10

RRX-COT-GK10 74900c



Manufacturer: **Balena**
 Price: **74900 credits**
 Weight: **482**
 Energy Drain: **580**
 Cooling: **9877**
 Forced Cooling: **9848**

Notes
High level with stable performance

RBG-CLX5000


RBG-CLX5000 49000c



Manufacturer: **Emeraude**
 Price: **49000 credits**
 Weight: **775**
 Energy Drain: **925**
 Cooling: **11866**
 Forced Cooling: **11214**

Notes
Good quality. Very heavy. Available after acquiring +4 Emeraude corporate points.

Radiator Part Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Cooling	Forced Cooling	
RPS-MER/SA	18700	Zio Matrix	125	124	4988	4988	
RRX-COT-1000	24000	Balena	267	135	6700	4988	
RBG-CM6	29800	Emeraude	153	201	6672	5976	
RPS-MB/MKD	37500	Zio Matrix	376	329	6980	9260	
RPS-MER/A3	65000	Zio Matrix	325	254	8218	8700	
RRX-COT-1550	56000	Balena	288	1060	7640	10200	
RRX-COT-GK10	74900	Balena	482	580	9877	9848	
RBG-CLX5000	49000	Emeraude	775	925	11866	11214	

Type A Arms (Standard)

ARMS—23 PARTS

The multitude of arms allows for infinite possibilities. Choose arms with guns (or two blades) instead of hands, or buy separate "humanoid" arms, and then purchase separate left and right arm parts. Choose Type C arms only if you are sure you will not need (or if you tend not to use) a close-combat blade. For sheer firepower, the EAW-DC10 cannot be beat; there are more spectacular weapons, but you will be wise to check this beast out.

For the single-player mission mode, the fast-firing ZAW-LC/NPM allows double shots that can down two planes at once if your aim is true. For simply gaining respect from your peers, choose ZAW-2/SAMURAI and rely on shoulder weapons for your long-range attacks.

With traditional arms, choose a part that gives you good armor points with minimal weight for fast-moving mechs (the ZAN-202/TEM is a good choice here). Or for lumbering behemoths, go for heavily armored (but not super-heavy) arms, such as the EAN-MWZ. Choosing type A or C arms is a time-consuming task that affects your in-game strategy, so take your time before you purchase.

ZAN-414/SLA

ZAN-414/SLA 23800C



Manufacturer:	Recoil Control:
Zio Matrix	280
Price:	Notes
23800 credits	
Weight: 1400	
Energy Drain:	High-energy defense. Medium weight.
1510	
Armor Point: 1702	
Defensive Point:	
615	
Energy Supply:	
110	

EAN-S0

EAN-S0 14800C



Manufacturer:	Notes
Emeraude	
Price:	Entry-level
14800 credits	Emeraude model.
Weight: 1056	
Energy Drain: 881	
Armor Point: 1630	
Defensive Point:	
625	
Energy Supply: 80	
Recoil Control:	
256	

EAN-CEX

EAN-CEX 19500C



Manufacturer:	Recoil Control:
Emeraude	279
Price:	Notes
19500 credits	
Weight: 1238	
Energy Drain:	Good value.
1396	Easy to use.
Armor Point: 1684	
Defensive Point:	
691	
Energy Supply:	
100	

ZAN-616/AUR

ZAN-616/AUR 37000C



Manufacturer:	Recoil Control:
Zio Matrix	276
Price:	Notes
37000 credits	
Weight: 1347	
Energy Drain:	Stable, medium-weight Zio model.
1204	
Armor Point: 1594	
Defensive Point:	
742	
Energy Supply:	
105	

EAN-2112

EAN-2112 24200C



Manufacturer:	Recoil Control:
Emeraude	288
Price:	Notes
24200 credits	
Weight: 1243	
Energy Drain: 920	High shell defense and high armor-point value.
Armor Point: 1733	
Defensive Point:	
662	
Energy Supply:	
100	

ZAN-202/TEM

ZAN-202/TEM 21200C



Manufacturer:	Recoil Control:
Zio Matrix	276
Price:	Notes
21200 credits	
Weight: 854	
Energy Drain: 684	Low weight. High armor-point value and energy defense.
Armor Point: 1777	
Defensive Point:	
503	
Energy Supply:	
100	

EAN-02-BG

EAN-02-BG 57000C



Manufacturer:	Notes
Emeraude	
Price:	Stable and popular
57000 credits	Emeraude model.
Weight: 887	
Energy Drain: 855	
Armor Point: 1654	
Defensive Point:	
572	
Energy Supply: 90	
Recoil Control:	
264	

ZAN-303/S

ZAN-303/S 36500C



Manufacturer:	Recoil Control:
Zio Matrix	276
Price:	Notes
36500 credits	
Weight: 698	
Energy Drain: 793	Low defense.
Armor Point: 1570	Very light.
Defensive Point:	
393	
Energy Supply:	
135	

EAN-1111

EAN-1111 48800C



Manufacturer:	Notes
Emeraude	
Price:	Light. High defense.
48800 credits	
Weight: 906	
Energy Drain: 932	
Armor Point: 1490	
Defensive Point:	
620	
Energy Supply: 90	
Recoil Control:	
284	

ZAN-707/E

ZAN-707/E 44000C



Manufacturer:	Recoil Control:
Zio Matrix	288
Price:	Notes
44000 credits	
Weight: 1684	
Energy Drain: 1278	Heavy Zio model with great basics.
Armor Point: 1930	
Defensive Point:	
850	
Energy Supply:	
100	

EAN-MWZ

EAN-MWZ 30500c



Manufacturer: **Emeraude**
 Price: **30500 credits**
 Weight: **1527**
 Energy Drain: **1100**
 Armor Point: **1870**
 Defensive Point: **757**
 Energy Supply: **96**

Recoil Control: **276**
 Notes
Well balanced and affordable.

ZAN-004/B

ZAN-004/B 62600c



Manufacturer: **Zio Matrix**
 Price: **62600 credits**
 Weight: **2020**
 Energy Drain: **1420**
 Armor Point: **1990**
 Defensive Point: **833**
 Energy Supply: **110**

Recoil Control: **300**
 Notes
Very heavy. High energy defense.

ZAN-AX/USE

ZAN-AX/USE 34700c



Manufacturer: **Zio Matrix**
 Price: **34700 credits**
 Weight: **1490**
 Energy Drain: **1694**
 Armor Point: **1587**
 Defensive Point: **653**
 Energy Supply: **130**

Recoil Control: **282**
 Notes
Great support for a left arm weapon.

EAN-MHKS

EAN-MHKS 57000c



Manufacturer: **Emeraude**
 Price: **57000 credits**
 Weight: **1790**
 Energy Drain: **1373**
 Armor Point: **1720**
 Defensive Point: **819**
 Energy Supply: **84**

Recoil Control: **330**
 Notes
Heavy weight, with high shell defense.

Type B Arms (Close Combat)

ZAW-2/SAMURAI

ZAW-2/SAMURAI 128000c



Manufacturer: **Zio Matrix**
 Price: **128000 credits**
 Weight: **1418**
 Energy Drain: **86**
 Armor Point: **1399**
 Attack Power: **999**
 Range: **7**
 Blade Efficiency: **158**

Notes
Dual blade for close battle. Available only after you acquire +5 Zio Matrix corporate points.

Type C Arms (Ranged Weapons)

EAW-MG-03

EAW-MG-03 58500c



Manufacturer: **Emeraude**
 Price: **58500 credits**
 Weight: **1530**
 Energy Drain: **85**
 Armor Point: **1182**
 Attack Power: **211**
 Number of Ammo: **300**
 Ammo Type: **Solid**

Notes
Dual machine gun.

EAW-BZD

EAW-BZD 67700c

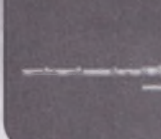


Manufacturer: **Emeraude**
 Price: **67700 credits**
 Weight: **1325**
 Energy Drain: **109**
 Armor Point: **1550**
 Attack Power: **1660**
 Number of Ammo: **40**
 Ammo Type: **Solid**

Notes
Dual bazooka.

EAW-DC10

EAW-DC10 127800c



Manufacturer: **Emeraude**
 Price: **127800 credits**
 Weight: **1733**
 Energy Drain: **240**
 Armor Point: **1114**
 Attack Power: **2777**
 Number of Ammo: **20**
 Ammo Type: **Solid**

Notes
Dual grenade-launching cannon.

ZAW-XP/T9

ZAW-XP/T9 82100c



Manufacturer: **Zio Matrix**
 Price: **82100 credits**
 Weight: **1900**
 Energy Drain: **491**
 Armor Point: **975**
 Attack Power: **820**
 Number of Ammo: **48**
 Ammo Type: **Energy**

Notes
Dual high-density plasma cannons.

ZAW-SPLASH

ZAW-SPLASH 76400c



Manufacturer: **Zio Matrix**
 Price: **76400 credits**
 Weight: **1960**
 Energy Drain: **675**
 Armor Point: **1310**
 Attack Power: **150**
 Number of Ammo: **64**
 Ammo Type: **Energy**

Notes
Laser-cannon version of the slug gun. Available after you defeat AC enemy the Animal in Arena mode.



ZAW-LC/NPM

ZAH-LC/NPM



Manufacturer:	Ammo Type:
Zio Matrix	Energy
Price:	
94000 credits	Notes
Weight: 1830	
Energy Drain: 820	Fast dual-beam
Armor Point: 1200	cannon.
Attack Power:	
1611	
Number of Ammo:	
36	

EAW-H801

EAW-HBO I



Manufacturer:	Notes
Emeraude	
Price:	Fires superheated
116000 credits	missiles.
Weight: 2148	
Energy Drain: 420	
Armor Point: 1176	
Attack Power:	
1025	
Number of Ammo:	
48	
Ammo Type: Solid	

EAW-S604

EAW-S504



Manufacturer:	Notes
Emeraude	
Price:	Rapid-fire missile launcher with a fast lock.
99000 credits	
Weight: 1275	
Energy Drain: 377	
Armor Point: 1310	
Attack Power: 780	
Number of Ammo: 80	
Ammo Type: Solid	



Arm Type A Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Extension TP	Energy Supply	Recoil Control	Accuracy	Cooling
ZAN-414/SLA	23800	Zio Matrix	1400	1510	1702	226	389	Y	110	280	6	112
EAN-S0	14800	Emeraude	1056	881	1630	310	315	Y	80	256	7	299
EAN-CEX	19500	Emeraude	1238	1396	1684	340	351	Y	100	279	6	140
ZAN-616/AUR	37000	Zio Matrix	1347	1204	1594	368	374	Y	105	276	7	95
EAN-2112	24200	Emeraude	1243	920	1733	402	260	Y	100	288	7	132
ZAN-202/TEM	21200	Zio Matrix	854	684	1777	210	293	Y	100	276	6	594
EAN-02-BG	57000	Emeraude	887	855	1654	294	278	Y	90	264	7	212
ZAN-303/S	36500	Zio Matrix	698	793	1570	192	201	Y	135	276	4	751
EAN-1111	48800	Emeraude	906	932	1490	312	308	Y	90	284	6	145
ZAN-707/E	44000	Zio Matrix	1684	1278	1930	448	402	Y	100	288	7	337
EAN-MWZ	30500	Emeraude	1527	1100	1870	383	374	Y	96	276	6	285
ZAN-004/B	62600	Zio Matrix	2020	1420	1990	315	518	Y	110	300	10	168
ZAN-AX/WISE	34700	Zio Matrix	1490	1694	1587	337	316	Y	130	282	3	194
EAN-MHKS	57000	Emeraude	1790	1373	1720	496	323	Y	84	330	7	456


Arm Type B Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Attack Power	Attack Heat	Blade Range	Usage Drain	Discharge Heat	Extension TP	Energy Supply
ZAW-2/SAMURAI	128000	Zio Matrix	1418	86	1399	999	40	7	2420	172	Y	100
	Recoil Control		Cooling									
	276		44									

Arm Type C Comparison Table

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Weapon Lock	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Ammo Heat
EAW-MG-03	58500	Emeraude	1530	85	1182	Special	211	300	Solid	47	56
EAW-BZD	67700	Emeraude	1325	109	1550	Narrow and Deep	1660	40	Solid	230	275
EAW-DC10	127800	Emeraude	1733	240	1114	Narrow and Deep	2777	20	Solid	1210	776
ZAW-XP/T9	82100	Zio Matrix	1900	491	975	Wide and Shallow	820	48	Energy	—	82
ZAW-SPLASH	76400	Zio Matrix	1960	675	1310	Narrow and Deep	150	64	Energy	—	10
ZAW-LC/NPM	94000	Zio Matrix	1830	820	1200	Narrow and Deep	1611	36	Energy	—	24
EAW-H801	116000	Emeraude	2148	420	1176	Standard	1025	48	Solid	830	500
EAW-S604	99000	Emeraude	1275	377	1310	Standard	780	80	Solid	140	145

Name	Range	Maximum Lock	Reload Time	Usage Drain	Extension TP	Cooling
EAW-MG-03	440	1	10	—	Y	244
EAW-BZD	465	1	55	—	Y	117
EAW-DC10	699	1	90	—	Y	42
ZAW-XP/T9	680	1	24	3817	Y	298
ZAW-SPLASH	350	1	28	2400	Y	401
ZAW-LC/NPM	415	1	74	9240	Y	154
EAW-H801	450	1	46	—	Y	106
EAW-S604	450	4	41	—	Y	187



INW-DEC-00A

INW-DEC-00A 12700c



Manufacturer: **Balena**
 Price: **12700 credits**
 Weight: **101**
 Energy Drain: **110**
 Attack Power: **—**
 Number of Ammo: **12**
 Ammo Type: **Solid**
 Range: **20**

Notes

Fires a decoy for enemy missiles.

INW-DEC-MQ2

INW-DEC-MQ2 25900c



Manufacturer: **Balena**
 Price: **25900 credits**
 Weight: **162**
 Energy Drain: **180**
 Attack Power: **—**
 Number of Ammo: **20**
 Ammo Type: **Solid**
 Range: **20**

Notes

More decoys than previous model.

INW-EM-RRD

INW-EM-RRD 44000c



Manufacturer: **Balena**
 Price: **44000 credits**
 Weight: **295**
 Energy Drain: **240**
 Attack Power: **—**
 Number of Ammo: **15**
 Ammo Type: **Solid**
 Range: **20**

Notes

ECM to disrupt enemy locks. Available when you reach rank 10 in Arena mode.

INSIDE—SEVEN PARTS

Underappreciated and underused, the Inside AC part usually is the first to go as you desperately try to make weight before combat. Inside parts deploy from a small area of your AC's core and are activated like ranged weapons—by toggling through your equipment (press **▲**) until they appear in the green box on the right side of your screen.

Before dismissing these nonvital parts, equip the INW-BD-XVX and drop a few plasma mines in an enemy's path. You will realize the tactical advantage these parts offer—especially in two-player mode. Mining a combat area brings a whole new level of strategic possibility to battles, although missile decoys are a little difficult to switch among in the combat zone.

INW-DM-PUPPET

INW-DM-PUPPET 38000c



Manufacturer: **Balena**
 Price: **38000 credits**
 Weight: **143**
 Energy Drain: **210**
 Attack Power: **—**
 Number of Ammo: **32**
 Ammo Type: **Solid**
 Range: **20**

Notes

Fires a dummy for enemy radar.

INW-BD-X22

INW-BD-X22 15400c



Manufacturer: **Emeraude**
 Price: **15400 credits**
 Weight: **133**
 Energy Drain: **85**
 Attack Power: **680**
 Number of Ammo: **20**
 Ammo Type: **Solid**
 Range: **0**

Notes

Powerful bomb explodes on impact.

INW-BD-XVX

INW-BD-XVX 19800c



Manufacturer: **Emeraude**
 Price: **19800 credits**
 Weight: **158**
 Energy Drain: **105**
 Attack Power: **740**
 Number of Ammo: **60**
 Ammo Type: **Energy**
 Range: **0**

Notes

High-energy bomb explodes on impact.

INW-DM-R11

INW-DM-R11 52800c



Manufacturer: **Zio Matrix**
 Price: **52800 credits**
 Weight: **298**
 Energy Drain: **190**
 Attack Power: **1475**
 Number of Ammo: **80**
 Ammo Type: **Solid**
 Range: **25**

Notes

Floating mine explodes on impact, or after time.

Inside Part Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Weapon Lock	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Ammo Heat
INW-DEC-00A	12700	Balena	Decoy Dispenser	101	110	Standard	—	12	Solid	140	0
INW-DEC-MQ2	25900	Balena	Decoy Dispenser	162	180	Standard	—	20	Solid	140	0
INW-EM-RRD	44000	Balena	ECM Maker	295	240	Standard	—	15	Solid	435	0
INW-DM-PUPPET	38000	Balena	Dummy Maker	143	210	Standard	—	32	Solid	210	0
INW-BD-X22	15400	Emeraude	Bomb Dispenser	133	85	Wide and Shallow	680	20	Solid	240	163
INW-BD-XVX	19800	Emeraude	Plasma Dispenser	158	105	Narrow and Deep	740	60	Energy	—	84
INW-DM/R11	52800	Zio Matrix	Mine Dispenser	298	190	Narrow and Deep	1475	80	Solid	400	263

Name	Range	Maximum Lock	Usage Drain	Reload Time	Recoil
INW-DEC-00A	20	0	—	30	0
INW-DEC-MQ2	20	0	—	30	—
INW-EM-RRD	20	5	—	45	—
INW-DM-PUPPET	20	0	—	45	—
INW-BD-X22	0	0	—	150	—
INW-BD-XVX	0	0	1200	150	—
INW-DM/R11	25	0	—	45	—



EXTENSION—EIGHT PARTS

Although there are only eight different Extension parts to choose from, they come in three distinct types—boosters (covered in the foregoing Booster section), relation missiles, and antimissiles. All Extension parts are activated (and deactivated) by pressing (I3).

The BEX-BRM-04 relation missile is as good as these weapons get: choose another missile, prime it, and you have more than double the missiles per lock-on (until the relation missiles run out, naturally).

Providing a little extra defense, and easier to employ than relation missile inside part systems, the remaining Extension parts can vaporize incoming ordnance automatically. However, nothing beats launching missiles from every angle.

Type A Extension (Booster)

BEX-BB210

BEX-BB210 17900c



Manufacturer: Balena
Price: 17900 credits
Weight: 140
Energy Drain: 243
Boost Power: 18000
Charge Drain: 5700

Notes
Accelerated boost that moves you backward quickly. Hidden AC Part available in Level 12.

BEX-BD150

BEX-BD150 14500c



Manufacturer: Balena
Price: 14500 credits
Weight: 165
Energy Drain: 267
Boost Power: 16000
Charge Drain: 4920

Notes
Accelerated boost that moves you down quickly.

Type B Extension (Support Missile)

BEX-BRM-04

BEX-BRM-04 130000c

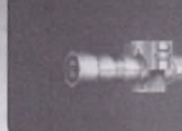


Manufacturer: Balena
Price: 130000 credits
Weight: 390
Energy Drain: 252
Attack Power: 780
Number of Ammo: 20
Ammo Type: Solid
Range: 330

Notes
Fires support missiles. More ammunition.

BEX-BRM-02

BEX-BRM-02 65000c



Manufacturer: Balena
Price: 65000 credits
Weight: 289
Energy Drain: 128
Attack Power: 462
Number of Ammo: 20
Ammo Type: Solid
Range: 500

Notes
Interlocks to fire support missiles.

Type C Extension (Antimissile)

EEX-AM45

EEX-AM45 27700c



Manufacturer: Emeraude
Price: 27700 credits
Weight: 174
Energy Drain: 130
Number of Ammo: 40
Ammo Type: Solid
Range: 200
VS MG Ability: 48

Notes
Detects and homes in on enemy missiles.

ZEX-RS/HOUND

ZEX-RS/HOUND 40900c



Manufacturer: Zio Matrix
Price: 40900 credits
Weight: 231
Energy Drain: 181
Number of Ammo: 40
Ammo Type: Solid
Range: 230
VS MG Ability: 62

Notes
High-quality missile interceptor. Available once you reach rank 20 in Arena mode.

BEX-BAMS-287

BEX-BAMS-287 57000c



Manufacturer: Balena
Price: 57000 credits
Weight: 285
Energy Drain: 117
Number of Ammo: 50
Ammo Type: Solid
Range: 250
VS MG Ability: 70

Notes
Multimissile interceptor.

ZEX-AL/REX

ZEX-AL/REX 34000c



Manufacturer: Zio Matrix
Price: 34000 credits
Weight: 270
Energy Drain: 148
Number of Ammo: 40
Ammo Type: Energy
Range: 100
VS MG Ability: 38

Notes
Laser-based missile interceptor.

Extension Type A Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Boost Power	Charge Drain
BEX-BB210	17900	Balena	Back Booster	140	243	18000	5700
BEX-BD150	14500	Balena	Dive Booster	165	267	16000	4920



Extension Type B Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type
BEX-BRM-04	130000	Balena	Relation Missile	390	252	780	20	Solid
BEX-BRM-02	65000	Balena	Relation Missile	289	128	462	20	Solid

Name	Ammo Price	Ammo Heat	Range	Usage Drain	Maximum Launch	Reload Time	Recoil
BEX-BRM-04	628	50	330	—	4	60	—
BEX-BRM-02	448	24	500	—	2	60	—

Extension Type C Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Number of Ammo	Ammo Type	Ammo Price
EEX-AM45	27700	Emeraude	ANTI Missile	174	130	40	Solid	102
ZEX-RS/Hound	40900	Zio Matrix	ANTI Missile	231	181	40	Solid	136
BEX-BAMS-287	57000	Balena	ANTI Missile	285	117	50	Solid	160
ZEX-AL/REX	34000	Zio Matrix	ANTI Missile	270	148	40	Energy	—

Name	Ammo Heat	Range	VSMG Ability	Maximum Usage Drain	Reload Time	Recoil
EEX-AM45	60	200	48	—	5	—
ZEX-RS/Hound	60	230	62	—	5	—
BEX-BAMS-287	60	250	70	—	5	—
ZEX-AL/REX	0	100	38	2200	5	—

BACK UNIT (32 PARTS)

The two clamping positions on the back of your Armored Core are where you'll store the largest variety of exotic weapons, radar, and even ammunition replenishing magazines. You may choose from five types of Back Units; some take up both back places on your mech. If you wish to use certain missiles, or need radar, obviously it is wise to check your AC head's radar capabilities before fitting the larger and more cumbersome parts.

Type A Back Unit (Single Mounted Weapon)

EWM-S602

EWM-S602 18500C



Manufacturer: Notes

EmeraudePrice:
18500 credits
Weight: 245Energy Drain: 245
Attack Power: 780
Number of Ammo:
24
Ammo Type: Solid
Range: 450Fires up to two
small missiles
at once.

EWM-S608

EWM-S608 34000C



Manufacturer: Notes

EmeraudePrice:
34000 credits
Weight: 337Energy Drain: 320
Attack Power: 780
Number of Ammo:
48
Ammo Type: Solid
Range: 450Fires up to eight
small missiles
at once.

EWM-S612

EWM-S612 58800C



Manufacturer: Notes

EmeraudePrice:
58800 credits
Weight: 543Energy Drain: 549
Attack Power: 780
Number of Ammo:
60
Ammo Type: Solid
Range: 450Small missile
with more locks
and ammunition.
Hidden AC Part
available in
Level 20.

ZWM-M24/1MU

ZWM-M24/1MU 69000C



Manufacturer: Notes

Zio MatrixPrice:
69000 credits
Weight: 710Energy Drain: 353
Attack Power: 980
Number of Ammo:
14
Ammo Type: Solid
Range: 600Fires missiles
with multiple
warheads.

EWM-M444

EWM-M444 76000C



Manufacturer: Notes

EmeraudePrice:
76000 credits
Weight: 655Energy Drain: 290
Attack Power: 1060
Number of Ammo:
24
Ammo Type: Solid
Range: 450Fires missiles
that travel
straight up and
then down.

ZWM-M24/1MI

ZWM-M24/1MI 87300C



Manufacturer: Notes

Zio MatrixPrice:
87300 credits
Weight: 620Energy Drain: 285
Attack Power: 1110
Number of Ammo:
24
Ammo Type: Solid
Range: 400Fires four
missiles at once
per lock.

ZWM-LD2/1DA

ZWM-LD2/1DA 43500C



Manufacturer: Notes

Zio MatrixPrice:
43500 credits
Weight: 715Energy Drain: 313
Attack Power: 830
Number of Ammo:
36
Ammo Type: Solid
Range: 450Fires two
missiles at once
per lock.

EWM-FIN-1300

EWM-FIN-800 196500C



Manufacturer: Notes

EmeraudePrice:
196500 credits
Weight: 1700Energy Drain: 634
Attack Power: 6800
Number of Ammo:
4
Ammo Type: Solid
Range: 290Large, powerful
missile with low
ammunition.

ZWR-S/60

ZWR-S/60 22200c



Manufacturer: **Zio Matrix**
 Price: 22200 credits
 Weight: 305
 Energy Drain: 8
 Attack Power: 1050
 Number of Ammo: 40
 Ammo Type: Solid
 Range: 770

Notes
 Small rockets with lots of ammunition.

EWR-M60

EWR-M60 46000c



Manufacturer: **Emeraude**
 Price: 46000 credits
 Weight: 625
 Energy Drain: 15
 Attack Power: 840
 Number of Ammo: 60
 Ammo Type: Solid
 Range: 900

Notes
 Fires three small rockets at once. Available after you acquire +10 Emeraude corporate points and defeat the rival Grenstone in Arena mode.

EWR-L24

EWR-L24 27800c



Manufacturer: **Emeraude**
 Price: 27800 credits
 Weight: 830
 Energy Drain: 12
 Attack Power: 3100
 Number of Ammo: 24
 Ammo Type: Solid
 Range: 885

Notes
 Fires large, powerful rockets.

ZWR-R/OCTOPUS

ZWR-R/OCTOPUS 54000c



Manufacturer: **Zio Matrix**
 Price: 54000 credits
 Weight: 790
 Energy Drain: 41
 Attack Power: 210
 Number of Ammo: 18
 Ammo Type: Solid
 Range: 775

Notes
 ECM rockets for jamming enemy FCS.

EWC-CNG4000

EWC-CNG4000 38500c



Manufacturer: **Emeraude**
 Price: 38500 credits
 Weight: 1080
 Energy Drain: 11
 Attack Power: 175
 Number of Ammo: 300
 Ammo Type: Solid
 Range: 500

Notes
 Chain gun fires high-speed bullets.

ZWC-LQ/2552

ZWC-LQ/2552 78500c



Manufacturer: **Zio Matrix**
 Price: 78500 credits
 Weight: 955
 Energy Drain: 405
 Attack Power: 1770
 Number of Ammo: 25
 Ammo Type: Energy
 Range: 750

Notes
 High-output laser cannon.

EWC-GN44-AC

EWC-GN44-AC 86200c

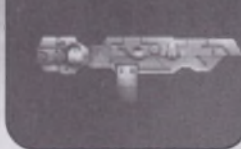


Manufacturer: **Emeraude**
 Price: 86200 credits
 Weight: 1033
 Energy Drain: 8
 Attack Power: 3350
 Number of Ammo: 15
 Ammo Type: Solid
 Range: 880

Notes
 Fires grenades. Large explosions.

ZWC-IR/FLUX

ZWC-IR/FLUX 114200c



Manufacturer: **Zio Matrix**
 Price: 114200 credits
 Weight: 1180
 Energy Drain: 804
 Attack Power: 2805
 Number of Ammo: 20
 Ammo Type: Energy
 Range: 478

Notes
 Slow but powerful plasma weapon.

ZWC-LNT/250

ZWC-LNT/250 58000c



Manufacturer: **Zio Matrix**
 Price: 58000 credits
 Weight: 1310
 Energy Drain: 6
 Attack Power: 201
 Number of Ammo: 32
 Ammo Type: Solid
 Range: 750

Notes
 Slug gun fires a spread of shots.

EWC-XP0808

EWC-XP0808 82200c



Manufacturer: **Emeraude**
 Price: 82200 credits
 Weight: 812
 Energy Drain: 618
 Attack Power: 1050
 Number of Ammo: 44
 Ammo Type: Energy
 Range: 600

Notes
 Quick-firing ion-pulse cannon.

EM-AAT110

EM-AAT110 84000c



Manufacturer: **Emeraude**
 Price: 84000 credits
 Weight: 570
 Energy Drain: 10

Notes
 Adds 10 percent extra ammunition for all weapons.

EM-SD120

EM-SD120 67000c



Manufacturer: **Emeraude**
 Price: 67000 credits
 Weight: 544
 Energy Drain: 0

Notes
 Adds 20 percent ammunition for all shell weapons.

Type B Back Unit (Magazine)

Type C Back Unit (Radar)

ZRS-554/BW

ZRS-554/BW 12100c



Manufacturer: **Zio Matrix**
 Price: **12100 credits**
 Weight: **188**
 Energy Drain: **199**
 Sensor Ability: **200**
 Radar Ability: **399**

Notes
 Lightweight
 shoulder radar.

ERM-TE3000

ERM-TE3000 16900c



Manufacturer: **Emeraude**
 Price: **16900 credits**
 Weight: **175**
 Energy Drain: **247**
 Sensor Ability: **110**
 Radar Ability: **535**

Notes
 Affordable radar.
 Missile display.

ZRL-774/WH

ZRL-774/WH 21000c



Manufacturer: **Zio Matrix**
 Price: **21000 credits**
 Weight: **223**
 Energy Drain: **393**
 Sensor Ability: **200**
 Radar Ability: **663**

Notes
 Radar equipped
 with a biosensor.
 Hidden AC Part,
 available in the
 AC Test mode (in
 the Garage).

BRLT-B10000

BRLT-B10000 28000c



Manufacturer: **Balena**
 Price: **28000 credits**
 Weight: **254**
 Energy Drain: **456**
 Sensor Ability: **200**
 Radar Ability: **756**

Notes
 Multifunction
 with various sen-
 sors.

Type D Back Unit (Double Mounted Weapon)

BRS-B-OSPREE

BRS-B-OSPREE 34000c



Manufacturer: **Balena**
 Price: **34000 credits**
 Weight: **300**
 Energy Drain: **542**
 Sensor Ability: **200**
 Radar Ability: **986**

Notes
 High-end model
 with wide-range
 radar.

EWX-BAL4

EWX-BAL4 122000c

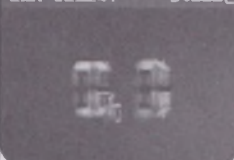


Manufacturer: **Emeraude**
 Price: **122000 credits**
 Weight: **1430**
 Energy Drain: **320**
 Attack Power: **880**
 Number of Ammo: **24**
 Ammo Type: **Solid**
 Range: **550**

Notes
 Fires two
 multiple-warhead
 missiles.

EWX-VLS241

EWX-VLS241 94500c



Manufacturer: **Emeraude**
 Price: **94500 credits**
 Weight: **1180**
 Energy Drain: **606**
 Attack Power: **1060**
 Number of Ammo: **16**
 Ammo Type: **Solid**
 Range: **450**

Notes
 Fires two vertical
 missiles at once.

ZWX-IV/PURSUIT

ZWX-IV/PURSUIT 155000c



Manufacturer: **Zio Matrix**
 Price: **155000 credits**
 Weight: **1550**
 Energy Drain: **345**
 Attack Power: **680**
 Number of Ammo: **4**
 Ammo Type: **Solid**
 Range: **600**

Notes
 Fires a pod that
 attacks with
 missiles.

ZWX-F04/ORBIT

ZWX-F04/ORBIT 138000c



Manufacturer: **Zio Matrix**
 Price: **138000 credits**
 Weight: **1317**
 Energy Drain: **1020**
 Attack Power: **145**
 Number of Ammo: **18**
 Ammo Type: **Energy**

Range: **500**
 Notes
 Fires units that
 attack on their
 own. Hidden AC
 Part available in
 Level 31.

EWX-GCN77-4

EWX-GCN77-4 77700c



Manufacturer: **Emeraude**
 Price: **77700 credits**
 Weight: **1756**
 Energy Drain: **65**
 Attack Power: **205**
 Number of Ammo: **140**
 Ammo Type: **Solid**
 Range: **450**

Notes
 Dual shoulder-
 mounted Gatling
 gun.

ZWX-E90/MAC

ZWX-E90/MAC 90000c



Manufacturer: **Zio Matrix**
 Price: **90000 credits**
 Weight: **1630**
 Energy Drain: **965**
 Attack Power: **3850**
 Number of Ammo: **10**
 Ammo Type: **Energy**

Range: **800**
 Notes
 High-caliber dual
 plasma cannon.
 Available after
 you acquire +6
 Zio Matrix corpo-
 rate points and
 defeat the rival
 Divine Bloom in
 Arena mode.

Type E Back Unit (Stealth)

ZXR-S/STEALTH

ZXR-S/STEALTH 21000c



Manufacturer: **Zio Matrix**
 Price: **71000 credits**
 Weight: **1413**
 Energy Drain: **999**


Notes
 Jams enemy
 radar. Available
 once you reach
 rank 1 in Arena
 mode.

Back Unit Type A Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Weapon Lock	Attack Power	Number of Ammo	Ammo Type
EWM-S602	18500	Emeraude	Small Missile	245	245	Standard	780	24	Solid
EWM-S608	34000	Emeraude	Small Missile	337	320	Standard	780	48	Solid
EWM-S612	58800	Emeraude	Small Missile	543	549	Standard	780	60	Solid
ZWM-M24/1MU	69000	Zio Matrix	Multi Missile	710	353	Standard	980	14	Solid
EWM-M444	76000	Emeraude	Vertical Missile	655	290	Standard	1060	24	Solid
ZWM-M24/1MI	87300	Zio Matrix	Middle Missile	620	285	Standard	1110	24	Solid
ZWM-LD2/1DA	43500	Zio Matrix	Dual Missile	715	313	Standard	830	36	Solid
EWM-FIN-B00	196500	Emeraude	Large Missile	1700	634	Standard	6800	4	Solid
ZWR-S/60	22200	Zio Matrix	Small Rocket	305	8	Narrow and Deep	1050	40	Solid
EWR-M60	46000	Emeraude	Triple Rocket	625	15	Narrow and Deep	840	60	Solid
EWR-L24	27800	Emeraude	Large Rocket	830	12	Narrow and Deep	3100	24	Solid
ZWR-R/OCTOPUS	54000	Zio Matrix	ECM Rocket	790	41	Narrow and Deep	210	18	Solid
EWC-CNG4000	38500	Emeraude	Chain Gun	1080	11	Special	175	300	Solid
ZWC-LQ/2552	78500	Zio Matrix	Laser Cannon	955	405	Narrow and Deep	1770	25	Energy
EWC-GN44-AC	86200	Emeraude	Grenade Launcher	1033	8	Narrow and Deep	3350	15	Solid
ZWC-IR/FLUX	114200	Zio Matrix	Plasma Cannon	1180	804	Narrow and Deep	2805	20	Energy
ZWC-LNT/250	58000	Zio Matrix	Slug Gun	1310	6	Special	201	32	Solid
EWC-XP0808	82200	Emeraude	Pulse Cannon	812	618	Narrow and Deep	1050	44	Energy

Name	Ammo Price	Ammo Heat	Range	Maximum Lock	Usage Drain	Reload Time	Recoil
EWM-S602	140	145	450	2	—	56	—
EWM-S608	140	145	450	8	—	70	—
EWM-S612	140	145	450	12	—	48	—
ZWM-M24/1MU	1125	310	600	1	—	52	—
EWM-M444	415	250	450	4	—	57	—
ZWM-M24/1MI	364	268	400	1	—	62	—
ZWM-LD2/1DA	130	180	450	1	—	44	—
EWM-FIN-B00	9500	1730	290	1	—	255	—
ZWR-S/60	98	230	770	0	—	36	—
EWR-M60	100	132	900	0	—	48	—
EWR-L24	342	635	885	0	—	48	—
ZWR-R/OCTOPUS	720	8	775	0	—	60	—
EWC-CNG4000	55	50	500	1	—	6	—
ZWC-LQ/2552	—	260	750	1	8300	60	20
EWC-GN44-AC	950	1220	880	1	—	95	42
ZWC-IR/FLUX	—	143	478	1	4900	120	32
ZWC-LNT/250	160	60	750	1	—	143	24
EWC-XP0808	—	12	600	1	5100	26	14

Back Unit Type B Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Function Add Ammo	
EM-AAT110	84000	Emeraude	General Magazine	570	10	10	
EM-SD120	67000	Emeraude	Solid Magazine	544	0	20	

Back Unit Type C Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Noise Canceler	Bio Sensor	Radar Range	Radar Type	Stealth Sensor
ZRS-554/BW	12100	Zio Matrix	Radar	188	199	None	Provided	470	Circle	None
ERM-TE3000	16900	Emeraude	Radar	175	247	None	None	630	Standard	None
ZRL-774/VVH	21000	Zio Matrix	Radar	223	393	None	Provided	780	Octagon	None
BRLT-B10000	28000	Balena	Radar	254	456	None	Provided	890	Octagon	Provided
BRS-B-OSPREY	34000	Balena	Radar	300	542	Provided	Provided	1160	Circle	Provided



Back Unit Type D Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Weapon Lock	Attack Power	Number of Ammo	Ammo Type
EWX-BAL4	122000	Emeraude	Multi Missile	1430	320	Standard	880	24	Solid
EWX-VLS241	94500	Emeraude	Vertical Missile	1180	606	Standard	1060	16	Solid
ZWX-IV/Pursuit	155000	Zio Matrix	Pursuit Missile	1550	345	Standard	680	4	Solid
ZHX-F04/Orbit	138000	Zio Matrix	Orbit Cannon	1317	1020	Special	145	18	Energy
EWX-GCN77-4	77700	Emeraude	Chain Gun	1756	65	Special	205	140	Solid
ZWX-E90/MAC	90000	Zio Matrix	Plasma Cannon	1630	965	Narrow and Deep	3850	10	Energy

Name	Ammo Price	Ammo Heat	Range	Maximum Lock	Usage Drain	Reload Time	Recoil
EWX-BAL4	825	340	550	1	—	47	—
EWX-VLS241	920	250	450	1	—	49	—
ZWX-IV/Pursuit	1620	40	600	0	—	200	—
ZHX-F04/Orbit	—	12	500	3	1300	240	—
EWX-GCN77-4	70	53	450	1	—	8	16
ZWX-E90/MAC	—	58	800	1	6900	124	36

Back Unit Type E Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Function Electronic
ZXR-S/Stealth	71000	Zio Matrix	Stealth	1413	999	999



ARM UNIT R—25 PARTS

All 25 parts available to fit onto your right arm fire some kind of projectile. These vary vastly, and choosing the perfect complement to your back weapons and mech can be a challenge.

For the missions themselves, cost renders energy weapons (with no ammunition expenditure) the most practical options. The ZWG-MG/ENE is an exceptional machine gun and well worth adding to your armory. Of course, once you complete Level 21 and find another Hidden AC Part, you can fit the KARASAWA-MK2 laser rifle without delay. It is arguably the most famous—and certainly the fastest and most powerful—hand weapon, and a true testament to Zio Matrix engineering.

Those with weighty back units should consider the often overlooked ZWG-AR/K machine gun, great for backup fire. Also, you must experience the blast of an EWG-GSH8 at least once. Finally, if you are skilled in close combat, try frying enemy circuits using the EWG-FG500.

ZWG-RF/37



Manufacturer: **Zio Matrix**
 Price: **11100 credits**
 Weight: **405**
 Energy Drain: **6**
 Attack Power: **203**
 Number of Ammo: **180**
 Ammo Type: **Solid**
 Range: **467**

Notes
 Standard rifle.

EWG-RF-M15



Manufacturer: **Emeraude**
 Price: **28500 credits**
 Weight: **325**
 Energy Drain: **10**
 Attack Power: **277**
 Number of Ammo: **150**
 Ammo Type: **Solid**
 Range: **600**

Notes
 Good damage and range, but limited ammunition.

EWG-RF-M35



Manufacturer: **Emeraude**
 Price: **47300 credits**
 Weight: **520**
 Energy Drain: **8**
 Attack Power: **225**
 Number of Ammo: **200**
 Ammo Type: **Solid**
 Range: **520**

Notes
 Balanced, with high compatibility.

ZWG-SRF/8



Manufacturer: **Zio Matrix**
 Price: **41000 credits**
 Weight: **610**
 Energy Drain: **4**
 Attack Power: **521**
 Number of Ammo: **80**
 Ammo Type: **Solid**
 Range: **1000**

Notes
 Long-range sniper rifle.

ZWF-S/NIGHT



Manufacturer: **Zio Matrix**
 Price: **74000 credits**
 Weight: **428**
 Energy Drain: **146**
 Attack Power: **1228**
 Number of Ammo: **20**
 Ammo Type: **Energy**

Range: **770**
 Notes
 Energy sniper rifle. Available after you defeat enemy Raven Suave in Arena mode.

EWG-SRF-9



Manufacturer: **Emeraude**
 Price: **56000 credits**
 Weight: **505**
 Energy Drain: **6**
 Attack Power: **608**
 Number of Ammo: **60**
 Ammo Type: **Solid**
 Range: **910**

Notes
 High single-hit damage, for a rifle.

EWG-MGA2

EWG-MGA2 38900c



Manufacturer: **Emeraude**
 Price: 38900 credits
 Weight: 706
 Energy Drain: 4
 Attack Power: 105
 Number of Ammo: 450
 Ammo Type: Solid
 Range: 315

Notes: Machine gun with high offensive power.

ZWG-AR/K

ZWG-AR/K 51100c



Manufacturer: **Zio Matrix**
 Price: 51100 credits
 Weight: 400
 Energy Drain: 70
 Attack Power: 91
 Number of Ammo: 300
 Ammo Type: Solid
 Range: 300

Notes: Extremely rapid-firing machine gun.

EWG-MGSAW

EWG-MGSAW 44500c



Manufacturer: **Emeraude**
 Price: 44500 credits
 Weight: 590
 Energy Drain: 4
 Attack Power: 65
 Number of Ammo: 1000
 Ammo Type: Solid
 Range: 350

Notes: Machine gun with increased ammunition.

EWG-HG-S1

EWG-HG-S1 17000c

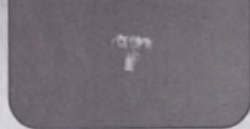


Manufacturer: **Emeraude**
 Price: 17000 credits
 Weight: 198
 Energy Drain: 36
 Attack Power: 175
 Number of Ammo: 100
 Ammo Type: Solid
 Range: 280

Notes: Handgun for battle support.

EWG-HG-ART

EWG-HG-ART 31000c

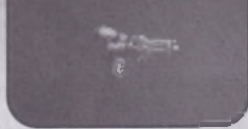


Manufacturer: **Emeraude**
 Price: 31000 credits
 Weight: 146
 Energy Drain: 52
 Attack Power: 193
 Number of Ammo: 75
 Ammo Type: Solid
 Range: 248

Notes: Modified handgun for more power.

ZWG-HG/111

ZWG-HG/111 36000c

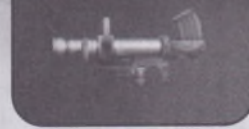


Manufacturer: **Zio Matrix**
 Price: 36000 credits
 Weight: 240
 Energy Drain: 64
 Attack Power: 270
 Number of Ammo: 100
 Ammo Type: Solid
 Range: 315

Notes: Well balanced and easy to use.

EWG-BZ-B1100

EWG-BZ-B1100 43300c



Manufacturer: **Emeraude**
 Price: 43300 credits
 Weight: 1180
 Energy Drain: 72
 Attack Power: 1430
 Number of Ammo: 40
 Ammo Type: Solid
 Range: 470

Notes: High damage, but easily avoided.

ZWG-BZ/S55

ZWG-BZ/S55 50000c



Manufacturer: **Zio Matrix**
 Price: 50000 credits
 Weight: 1010
 Energy Drain: 38
 Attack Power: 2040
 Number of Ammo: 30
 Ammo Type: Solid
 Range: 435

Notes: High attack power and weight.

ZWG-BZ/HYDRA

ZWG-BZ/HYDRA 81000c



Manufacturer: **Zio Matrix**
 Price: 81000 credits
 Weight: 1230
 Energy Drain: 36
 Attack Power: 560
 Number of Ammo: 22
 Ammo Type: Solid
 Range: 400

Notes: Bazooka firing a spread burst.

EWG-GS970

EWG-GS970 32000c



Manufacturer: **Emeraude**
 Price: 32000 credits
 Weight: 680
 Energy Drain: 37
 Attack Power: 142
 Number of Ammo: 48
 Ammo Type: Solid
 Range: 405

Notes: Wide-range shotgun.

EWG-GSH8

EWG-GSH8 73000c



Manufacturer: **Emeraude**
 Price: 73000 credits
 Weight: 533
 Energy Drain: 54
 Attack Power: 188
 Number of Ammo: 36
 Ammo Type: Solid
 Range: 380

Notes: Reinforced shotgun with limited ammunition.

EWG-XP1500

EWG-XP1500 45000c



Manufacturer: **Emeraude**
 Price: 45000 credits
 Weight: 125
 Energy Drain: 256
 Attack Power: 248
 Number of Ammo: 120
 Ammo Type: Energy
 Range: 395

Notes: Lightweight and fast energy weapon.

ZWG-XP/400

ZWG-XP/400 58000c



Manufacturer: **Zio Matrix**
 Price: **68000 credits**
 Weight: **159**
 Energy Drain: **288**
 Attack Power: **313**
 Number of Ammo: **150**
 Ammo Type: **Energy**
 Range: **480**

Notes

Quick and moderately powerful weapon.

KARASAWA-MK2

KARASAWA-MK2 99000c



Manufacturer: **Zio Matrix**
 Price: **99000 credits**
 Weight: **1120**
 Energy Drain: **442**
 Attack Power: **1580**
 Number of Ammo: **50**
 Ammo Type: **Energy**
 Range: **500**

Notes

Successor to a famous weapon. Hidden AC Part available in Level 21.

ZWG-MG/ENE

ZWG-MG/ENE 77200c



Manufacturer: **Zio Matrix**
 Price: **77200 credits**
 Weight: **950**
 Energy Drain: **160**
 Attack Power: **122**
 Number of Ammo: **300**
 Ammo Type: **Energy**
 Range: **340**

Notes

Very fast continuous-fire energy gun

ZWG-HC-IR/K99

ZWG-HC-IR/K99 120000c



Manufacturer: **Zio Matrix**
 Price: **120000 credits**
 Weight: **777**
 Energy Drain: **604**
 Attack Power: **2515**
 Number of Ammo: **12**
 Ammo Type: **Energy**

Range: 620**Notes**

High power and energy use. Available after you acquire +5 Zio Matrix corporate points.

EWG-HC-GN210

EWG-HC-GN210 85500c



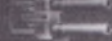
Manufacturer: **Emeraude**
 Price: **85500 credits**
 Weight: **1062**
 Energy Drain: **44**
 Attack Power: **2900**
 Number of Ammo: **20**
 Ammo Type: **Solid**
 Range: **825**

Notes

Highly damaging arm-mounted weapon. Available after you acquire +4 Emeraude corporate points.

EWG-HC-RAW

EWG-HC-RAW 45000c



Manufacturer: **Emeraude**
 Price: **45000 credits**
 Weight: **990**
 Energy Drain: **27**
 Attack Power: **1445**
 Number of Ammo: **36**
 Ammo Type: **Solid**
 Range: **900**

Notes

Hand rocket. Slow but powerful.

EWG-FTG500

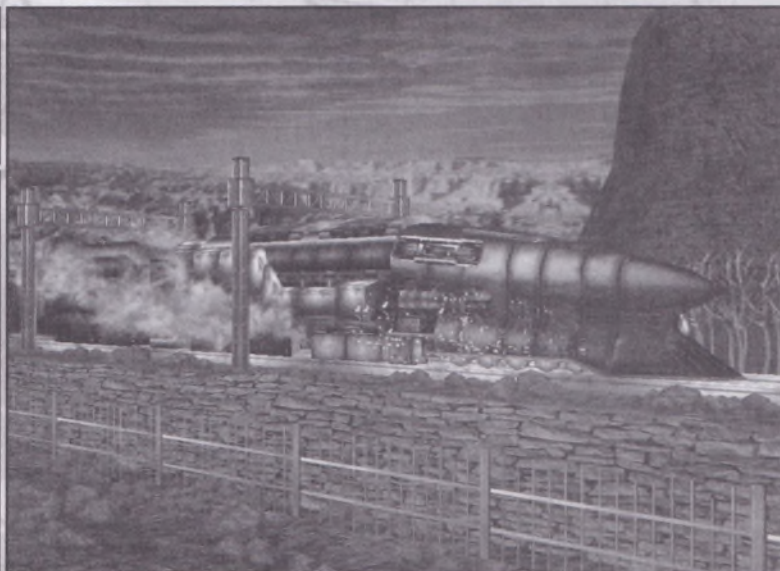
EWG-FTG500 85500c



Manufacturer: **Emeraude**
 Price: **68500 credits**
 Weight: **1250**
 Energy Drain: **9**
 Attack Power: **235**
 Number of Ammo: **800**
 Ammo Type: **Solid**
 Range: **48**

Notes

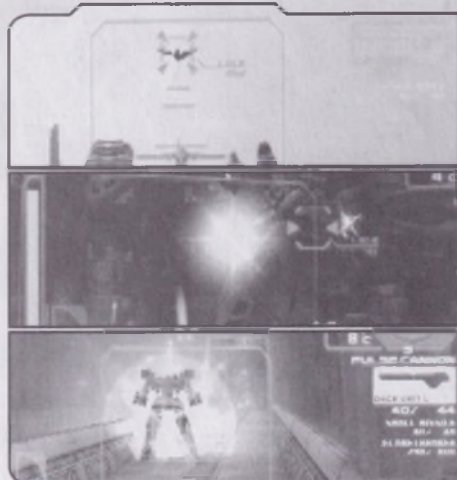
Greatly increases enemy heat levels when connecting.




Arm Unit R Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Weapon Lock	Attack Power	Number of Ammo	Ammo Type
ZWG-RF/37	11100	Zio Matrix	Rifle	405	6	Wide and Shallow	203	180	Solid
EWG-RF-M15	28500	Emeraude	Rifle	325	10	Wide and Shallow	277	150	Solid
EWG-RF-M35	47300	Emeraude	Rifle	520	8	Special	225	200	Solid
ZWG-SRF/8	41000	Zio Matrix	Sniper Rifle	610	4	Special	521	80	Solid
ZWF-S/NIGHT	74000	Zio Matrix	Sniper Rifle	428	146	Special	1228	20	Energy
EWG-SRF-9	56000	Emeraude	Sniper Rifle	505	6	Special	608	60	Solid
EWG-MGA2	38900	Emeraude	Machine Gun	706	4	Special	105	450	Solid
ZWG-AR/K	51100	Zio Matrix	Machine Gun	400	70	Special	91	300	Solid
EWG-MGSAW	44500	Emeraude	Machine Gun	590	4	Wide and Shallow	65	1000	Solid
EWG-HG-S1	17000	Emeraude	Handgun	198	36	Wide and Shallow	175	100	Solid
EWG-HG-ART	31000	Emeraude	Handgun	146	52	Wide and Shallow	193	75	Solid
ZWG-HG/111	36000	Zio Matrix	Handgun	240	64	Wide and Shallow	270	100	Solid
EWG-BZ-B1100	43300	Emeraude	Bazooka	1180	72	Special	1430	40	Solid
ZWG-BZ/S55	50000	Zio Matrix	Bazooka	1010	38	Narrow and Deep	2040	30	Solid
ZWG-BZ/HYDRA	81000	Zio Matrix	Spread Bazooka	1230	36	Special	560	22	Solid
EWG-GS970	32000	Emeraude	Shotgun	680	37	Standard	142	48	Solid
EWG-GSH8	73000	Emeraude	Shotgun	533	54	Standard	188	36	Solid
EWG-XP1500	45000	Emeraude	Pulse Rifle	125	256	Special	248	120	Energy
ZWG-XP/400	68000	Zio Matrix	Pulse Rifle	159	288	Special	313	150	Energy
KARASAWA-MK2	99000	Zio Matrix	Laser Rifle	1120	442	Special	1580	50	Energy
ZWG-MG/ENE	77200	Zio Matrix	Energy Machine Gun	950	160	Special	122	300	Energy
ZWG-HC-IR/K99	120000	Zio Matrix	Plasma Rifle	777	604	Special	2515	12	Energy
EWG-HC-GN210	85500	Emeraude	Grenade Rifle	1062	44	Special	2900	20	Solid
EWG-HC-RAW	45000	Emeraude	Hand Rocket	990	27	Narrow and Deep	1445	36	Solid
EWG-FTG500	68500	Emeraude	Flamethrower	1250	9	Standard	235	800	Solid

Name	Ammo Price	Ammo Heat	Range	Maximum Lock	Usage Drain	Reload Time	Recoil
ZWG-RF/37	20	91	467	1	—	33	—
EWG-RF-M15	50	138	600	1	—	30	—
EWG-RF-M35	45	112	520	1	—	28	—
ZWG-SRF/8	90	93	1000	1	—	44	—
ZWF-S/NIGHT	—	31	770	1	1680	65	—
EWG-SRF-9	100	132	910	1	—	52	—
EWG-MGA2	18	28	315	1	—	5	—
ZWG-AR/K	15	26	300	1	—	3	—
EWG-MGSAW	10	32	350	1	—	5	—
EWG-HG-S1	66	132	280	1	—	20	—
EWG-HG-ART	85	255	248	1	—	25	—
ZWG-HG/111	74	190	315	1	—	22	—
EWG-BZ-B1100	164	374	470	1	—	65	—
ZWG-BZ/S55	185	453	435	1	—	75	—
ZWG-BZ/HYDRA	370	108	400	1	—	58	—
EWG-GS970	118	25	405	1	—	48	—
EWG-GSH8	142	36	380	1	—	55	—
EWG-XP1500	—	46	395	1	1150	18	—
ZWG-XP/400	—	40	480	1	1500	36	—
KARASAWA-MK2	—	68	500	1	3280	53	—
ZWG-MG/ENE	—	8	340	1	680	5	—
ZWG-HC-IR/K99	—	82	620	1	9900	92	—
EWG-HC-GN210	820	950	825	1	—	120	—
EWG-HC-RAW	140	288	900	0	—	43	—
EWG-FTG500	10	167	48	0	—	3	—



ARM UNIT L—NINE PARTS

Play an offensive or defensive game by choosing from two types of left arm units, either a bladed weapon or a shield. Although some Ravens do prefer to shield themselves from attacks, consider opting for a one-on-one confrontation. The reason is simple: shields use energy—energy you are expending to defend against an attack rather than launch one. Of course, at times you will accidentally slash at a door switch instead of opening it (both commands use ) , but charred door-opening devices are a small price to pay to use devastating close-assault weapons.

Two-bladed weapons—the ZLS-400/SL, and of course, the LS-Moonlight—stand out as exceptional pieces of craftsmanship. Although the damage caused by the LS-Moonlight is awesome, the ZLS-400/SL hits over a slightly wider area. Of course, pilots with Human Plus enhancements can throw these blades, as well, making them even deadlier in the combat zone.

Type A Arm Unit L—Blade

ELS-2772



Manufacturer: **Emeraude**
 Price: **11000 credits**
 Weight: **122**
 Energy Drain: **26**
 Attack Power: **748**
 Usage Drain: **2050**
 Blade Range: **135**

Notes
Least expensive energy blade.

ELS-3443



Manufacturer: **Emeraude**
 Price: **30000 credits**
 Weight: **180**
 Energy Drain: **42**
 Attack Power: **950**
 Usage Drain: **1500**
 Blade Range: **105**

Notes
High damage with low energy use.

ZLS-400/SL



Manufacturer: **Zio Matrix**
 Price: **68000 credits**
 Weight: **233**
 Energy Drain: **66**
 Attack Power: **1420**
 Usage Drain: **4230**
 Blade Range: **0**

Notes
Special blade fires energy waves.

ZLS-T/100



Manufacturer: **Zio Matrix**
 Price: **38200 credits**
 Weight: **204**
 Energy Drain: **41**
 Attack Power: **1220**
 Usage Drain: **2560**
 Blade Range: **90**

Notes
High attack power.

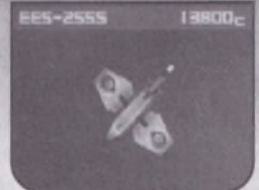
LS-MOONLIGHT



Manufacturer: **Balena**
 Price: **57700 credits**
 Weight: **612**
 Energy Drain: **95**
 Attack Power: **2070**
 Usage Drain: **2100**
 Blade Range: **105**

Notes
Compressed energy.

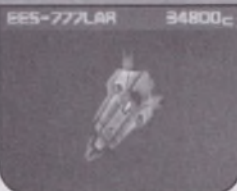
EES-255S



Manufacturer: **Emeraude**
 Price: **13800 credits**
 Weight: **123**
 Energy Drain: **18**
 Shield Defense: **418**
 Usage Drain: **2880**
 Shield Coverage: **73**

Notes
An energy shield that lowers damage.

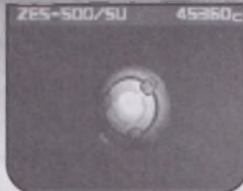
EES-777LAR



Manufacturer: **Emeraude**
 Price: **34800 credits**
 Weight: **172**
 Energy Drain: **45**
 Shield Defense: **606**
 Usage Drain: **3030**
 Shield Coverage: **73**

Notes
Shield with high heat defense.

ZES-500/SU



Manufacturer: **Zio Matrix**
 Price: **45360 credits**
 Weight: **224**
 Energy Drain: **126**
 Shield Defense: **695**
 Usage Drain: **3400**
 Shield Coverage: **89**

Notes
High defense and high energy consumption.

ZES-99/MIRROR



Manufacturer: **Zio Matrix**
 Price: **54000 credits**
 Weight: **330**
 Energy Drain: **78**
 Shield Defense: **905**
 Usage Drain: **3250**
 Shield Coverage: **78**

Notes
Best defense of any energy shield. Hidden AC Part available in Level 28.



Arm Part L Type A Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Usage Drain	Attack Power	Attack Heat	Discharge Heat	Blade Range	Blade Efficiency
ELS-2772	11000	Emeraude	Laser Blade	122	26	2050	748	5	8	135	187
ELS-3443	30000	Emeraude	Laser Blade	180	42	1500	950	36	3	105	256
ZLS-400/SL	68000	Zio Matrix	Laser Blade	233	66	4230	1420	240	8	0	90
ZLS-T/100	38200	Zio Matrix	Laser Blade	204	41	2560	1220	16	6	90	150
LS/Moonlight	57700	Balena	Laser Blade	612	95	2100	2070	25	6	105	182

Arm Part L Type B Comparison Table

Name	Price	Manufacturer	Type	Weight	Energy Drain	Usage Drain	Discharge Heat	Shield Def Shell	Shield Def Energy	Shield Coverage	Shield Efficiency
EES-255S	13800	Emeraude	Energy Shield	123	18	2880	8	206	212	73	133
EES-777LAR	34800	Emeraude	Energy Shield	172	45	3030	6	322	284	73	126
ZES-500/SU	45360	Zio Matrix	Energy Shield	224	126	3400	8	333	362	89	112
ZES-99/Mirror	54000	Zio Matrix	Energy Shield	330	78	3250	10	428	477	78	118

OPTIONAL—16 PARTS

Because they offer exceptional performance going with minimal weight, be sure to fit optional parts to your AC unit at the earliest opportunity. They all have much to recommend them, but the SP-CIR-K, which allows you to turn your AC at a faster pace, stands out.

If you rely on energy weapons, effix the SP-BETT, SP-ENE-ACC, and the SP-E/Saver to your unit immediately. These three parts, coupled with Human Plus enhancements, can create an unstoppable and incredibly energy-efficient mech!

Finally, a word of warning: Be sure you fit the SP-M/Auto only when you have a clear line of sight towards your enemies, and at no other time. Otherwise, this part will autofire missile salvos anytime lock-on occurs— even if you are behind cover and cannot see your foe.

SP-S/SCR

SP-S/SCR 24200c



Price:
24200 credits
Slots Required: 2

Notes
Decreases shell damage.

SP-ENE-SCR

SP-ENE-SCR 26000c



Price:
26000 credits
Slots Required: 1

Notes
Decreases energy weapon damage.

SP-BCNDR

SP-BCNDR 32900c



Price:
32900 credits
Slots Required: 4

Notes
Expands capacitor on generator. Available once you acquire +11 Balena corporate points.

SP-BSI-LE

SP-BSI-LE 19600c



Price:
19600 credits
Slots Required: 2

Notes
Reduces impact shock.

SP-SAB/J

SP-SAB/J 18800c



Price:
18800 credits
Slots Required: 1

Notes
Reduces cannon "recoil" or backfire.

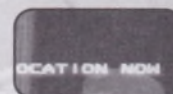
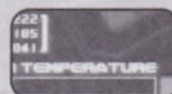
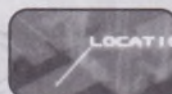
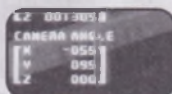
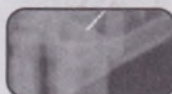
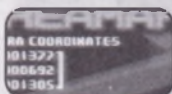
SP-CIR-K

SP-CIR-K 41000c



Price:
41000 credits
Slots Required: 5

Notes
Increases turning speed. Available after you complete missions 10, 11, or 12.



SP-BE++

SP-BE++ 58000c



Price: 58000
Slots Required: 6

Notes

Increases energy
weapon power.

SP-BMALAD

SP-BMALAD 9800c



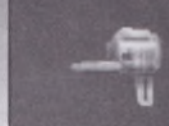
Price:
9800 credits
Slots Required: 1

Notes

Adds missile
display to radar.

SP-BFS/LOSP

SP-BFS/LOSP 38500c



Price:
38500 credits
Slots Required: 2

Notes

Reduces lock-on
time. Available
after you com-
plete missions 10,
11, or 12.

SP-ENE-ACC

SP-ENE-ACC 45000c



Price:
45000 credits
Used Slots: 1

Notes

Speeds up energy
weapon fire.
Available after
you complete
missions 10, 11,
or 12.

SP-E/SAVER

SP-E/SAVER 45000c



Price:
45000 credits
Slots Required: 5

Notes

Reduces energy
consumption from
firing.

SP-ECM-JAM

SP-ECM-JAM 84000c



Price:
84000 credits
Slots Required: 5

Notes

Sends pulses that
disable enemy
lock-ons.

SP-M/AUTO

SP-M/AUTO 18000c



Price:
18000 credits
Slots Required: 1

Notes

Fires missiles
automatically on
full lock-on.

SP-BLS

SP-BLS 74000c



Price:
74000 credits
Used Slots: 6

Notes

Increases
left-arm attack
and defense
ratings. Hidden
AC Part available
on Level 24.

SP-CBRK

SP-CBRK 37000c



Price:
37000 credits
Slots Required: 2

Notes

Increases braking
capacity.
Available once
you reach rank 40
in Arena mode.

SP-VIECH

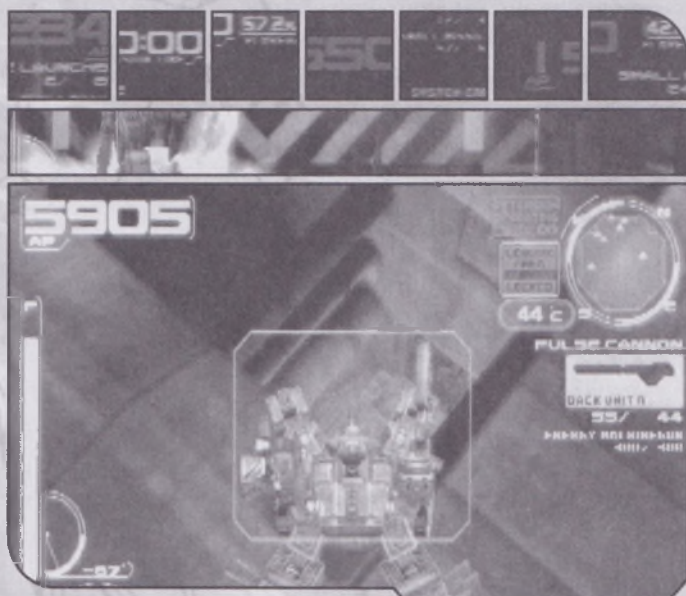
SP-VIECH 89000c

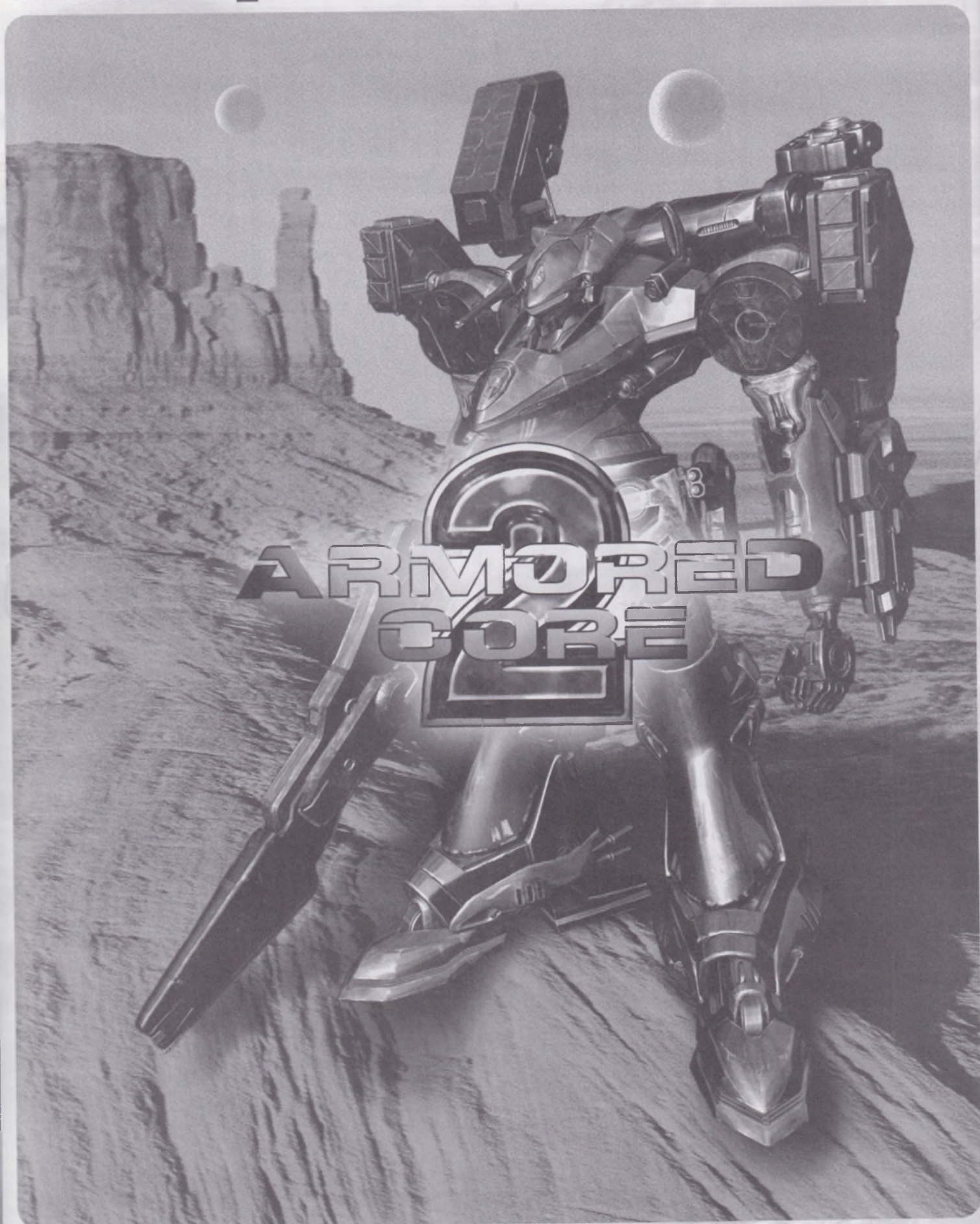


Price:
89000 credits
Slots Required: 6

Notes

Increases
lock-on range.





MISSION BRIEFING

Prologue: Earth Year 233

In the wake of the final war known as the Great Destruction, mankind was forced underground. But with the discovery of the pre-war Mars Immigration Project, the human race would again prosper and flourish.

The age of conflict in the subterranean world was finally over, and the newly established government made restoration of the devastated environment its priority. Emigration to Mars was encouraged, but this influx of settlers posed a threat to law and order on the Red Planet.

Corporations that were all-powerful during the subterranean era lost their foothold when the Government was created. But with a new planet, ripe for exploration, they discovered opportunities to regain their strength...

The Life of a Mercenary Pilot

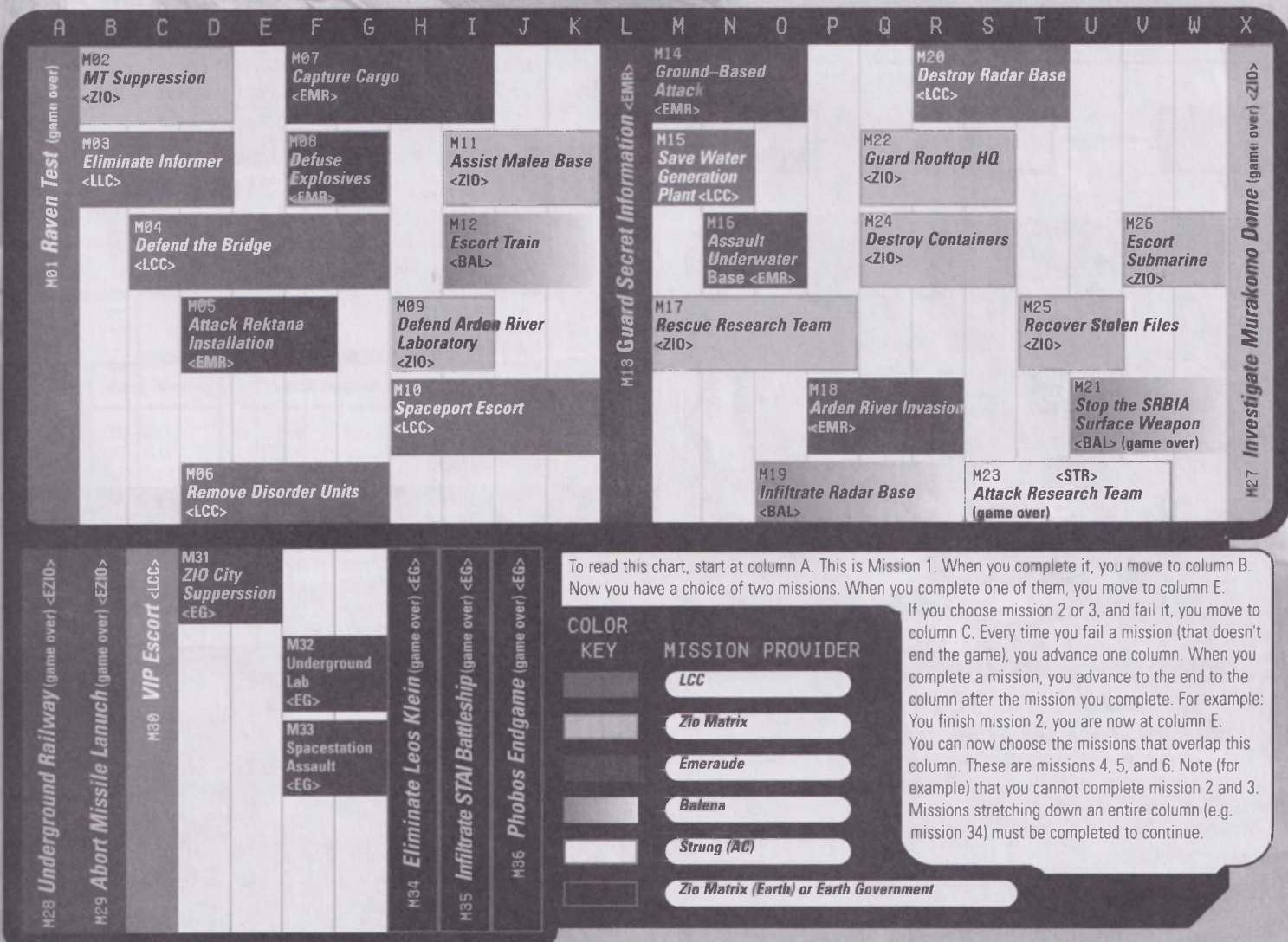
>>GREETINGS, MERCENARY. YOU SAY YOU WISH TO JOIN THE ROVING BAND OF ARMORED CORES KNOWN AS "RAVENS." DO YOU THINK YOU HAVE WHAT IT TAKES? EVEN IF YOU DON'T, WE OFFER HERE DETAILED DESCRIPTIONS OF ALL 36 MISSIONS. REFER TO THESE DESCRIPTIONS ONLY WHEN YOU MUST. YOU CAN ACQUIRE THOUSANDS OF CREDITS DURING THE COURSE OF THESE MISSIONS, BUT CHANCES FOR DEATH AND DESTRUCTION ARE ALSO HIGH. GOOD LUCK OUT THERE ON MARS.<<



Mission Flow

The following diagram illustrates the wide variety of paths through the 36 missions.

Note that choosing to complete one mission may prevent you from taking on another available at the same time.

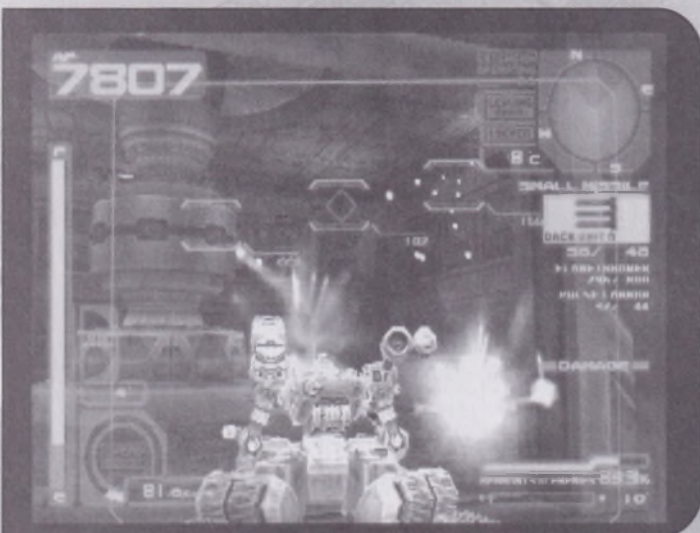


Mission Chatter

The list that follows defines the numerous acronyms and words you may find unfamiliar when you encounter them during the course of the mission walkthroughs.



- ▣ **MT: "Muscle Tracer,"** an exoskeleton designed for combat. Applies to any robotic or human-controlled unit.
- ▣ **AC: "Armored Core,"** also known as CMTs ("Core Muscle Tracers").
 - ▣ Only qualified pilots should attempt to control an AC.
 - ▣ **Mech: "Mechanoid."** Any MT or AC.
- ▣ **Specially designed mechs** with extremely powerful central core parts.
- ▣ **Unit:** One or more MTs, usually enemies.
- ▣ **Frighteners:** Also known as "Special Forces," these are Raven pilots loyal to the terrorist Leos Klein.



BONUSES AND PENALTIES

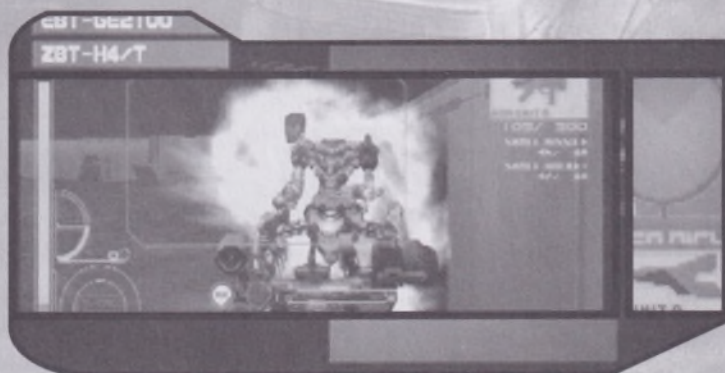
Every mission except one offers considerable cash incentives. Earnings are used to cover mission expenditure and new AC parts. Some missions offer bonuses for destroying certain items, or killing certain enemies. Conversely, many missions disallow wanton destruction, and you will be penalized accordingly. Refer to each specific mission for details on its bonuses and penalties before you start.



CORPORATE POINTS

Three of the corporations that hire you make these deals a little more interesting by adding "sweeteners" in addition to payment. The following missions grant you "corporate points" that are traded in automatically for a Hidden AC Part once you reach a specific total. Corporate points do not show up in your in-game inventory. You must keep track of how many you have manually. Refer to the following table for help.

Mission Number	Mission Name	Zio Matrix Points	Emer-aude Points	Balena Points
02	MT Suppression	+1	—	—
05	Attack Rektena Installation	—	+2	—
07	Capture Cargo	—	+3	—
08	Defuse Explosives	—	+2	—
09	Defend Arden River Laboratory	+2	—	—
11	Assist Malea Base	+4	—	—
12	Escort Train	—	—	+3
13	Guard Secret Information—	+4	—	—
14	Ground-based Attack	—	+4	—
16	Assault Underwater Base	—	+3	—
17	Rescue Research Team	+2	—	—
18	Arden River Invasion	—	+4	—
19	Infiltrate Radar Base	—	—	+3
21	Stop the SRBIA Surface Weapon	—	—	+5
22	Guard HQ Rooftop	+3	—	—
24	Destroy Containers	+4	—	—
25	Recover Stolen Files	+4	—	—
26	Escort Submarine	+4	—	—
Totals		—	24	22
				11



CORPORATE POINTS AC PARTS

Once you have acquired a certain number of points, the following AC parts will appear in the shop.

Part Name	Stipulation
RBG-CLX5000	+4 Emeraude Points
EWG-HC-GN210	+4 Emeraude Points
ELN-701	+4 Emeraude Points
ELB-XXE-LAPIN	+22 Emeraude Points
ZAW-2/SAMURAI	+5 Zio Matrix Points
ZLR-MOC200/FG	+5 Zio Matrix Points
ZWG-HC-IR/K99	+5 Zio Matrix Points
ZLR-ZIO/MATRIX	+24 Zio Matrix Points
HOY-B1000	+11 Balena Points
RRX-COT-1550	+11 Balena Points
SP-BCNDR	+11 Balena Points

It is impossible to obtain every complete set of corporate points the first time you attempt the missions. Once all missions are complete, return and complete the remaining sorties to collect all the corporate points and parts.



HIDDEN AC PARTS

Twelve AC parts lie hidden throughout the missions. After you find and acquire them, they appear in your inventory automatically.

The final Hidden AC Parts—SP-CIR-K, SP-BF5/LOSP, and SP-ENE-ACC—appear in the shop once you complete levels 10, 11, and 12, respectively.

Part Name	Location
BEX-BB210	Level 12, "Escort Train"
DOX-ALM	Level 13, "Guard Secret Information"
EHD-GN-92	Level 14, "Ground-Based Attack"
LS-MOONLIGHT	Level 17, "Rescue Research Team"
ZBT-GEX-/3000	Level 19, "Infiltrate Radar Base"
EWM-S608	Level 20, "Destroy Radar Base"
KARASAWA-MK2	Level 21, "Stop the Surface Weapon"
SP-BLS	Level 24, "Destroy Containers"
ZES-99/Mirror	Level 28—Underground Railway
ZWX-F04/Orbit	Level 31—Zio City Suppression
HOY-BV2500	Level 34—Eliminate Leos Klein
ZRL-774/WH	AC Test Garage

Your First Armored Core Unit

During the first mission, you receive a basic Armored Core unit to utilize. Its exact specifications follow here. Refer to the Inventory section and choose superior parts with which to replace these basic items as soon as you can.



DEFAULT EQUIPMENT

- Head: ZHD-GE/OHR
- Core: ECM-XR00
- Arms: EAN-S0
- Legs: XX0/TP
- Booster: EBT-GE
- FCS: DOX-105
- Generator: GPS-VA
- Radiator: RPS-MER/SA
- Inside: —
- Extension: —

WEAPONS

- Back Unit L: ZRS-SS4/BW
- Back Unit R: EWM-S602
- Arm Unit L: ZELS-2772
- Arm Unit R: ZWG-RF/37

Mission Sortie 01 Imminent— Prepare for Launch!

Good luck with your forthcoming missions, soldier. One final piece of advice: to maximize the money you accrue, fit your AC unit with at least one energy weapon, as these have no associated ordnance cost. Although you have to watch your own AC's energy levels, you can complete missions safely without expending anything in weapon ammunition. With this in mind, continue to the Test Arena and demonstrate your skills to instructor Strung.



RAVEN TEST

MESSAGE INCOMING FROM NERVES CONCORD:

>>THIS MISSION IS DESIGNED TO TEST YOUR ABILITIES. THE OBJECTIVE IS SIMPLE: FIND AND DESTROY ALL MTs THAT HAVE ENTERED A PARTICULAR AREA OF THE CITY.

TO BE REGISTERED IN THE ARENA AS A RAVEN, YOU MUST SUCCEED IN THIS MISSION. IF YOU FAIL YOU WILL BE EXECUTED.

A RAVEN WILL ACCOMPANY YOU AS AN EXAMINER. HE WILL NOT HELP YOU UNDER ANY CIRCUMSTANCES.

WE'RE EAGER TO SEE WHAT YOU LEARNED ON EARTH.<<

MISSION DATA

Operation Name: **Wild Bird**
Client: **Nerves Concord**
Opponent: **Rebel Army**
Place: **Zio Satellite City**
Weather: **Fair**
Mission Start Time: **20:00**
Estimated Success Rate: **85%**
Payment: **0 credits**
Corporate Points: **0**

MISSION OBJECTIVES

- ▣ Destroy six hostile MTs
- ▣ Incapacitate one lead hostile MT
- ▣ Optional: Destroy three vehicles for target practice
- ▣ Optional: After mission, camouflage your AC
- ▣ Optional: After mission, reequip your AC for preferential performance
- ▣ Optional: Enter AC Test mode and secure Hidden Part ZRL-774/VH

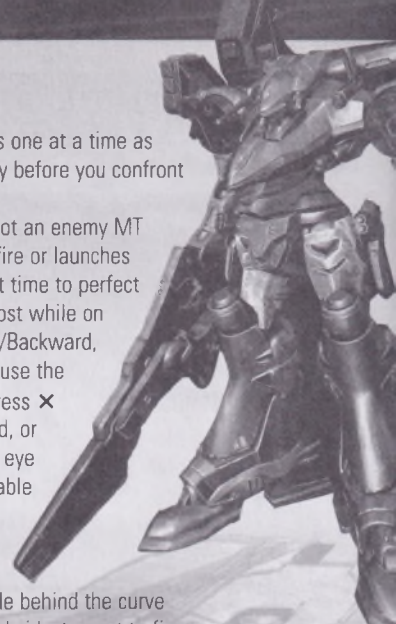
Mission Strategy

You must take down six enemy MT units one at a time as you continue down the deserted freeway before you confront and dispatch a more proficient MT.

As soon as you begin, you spot an enemy MT that either opens up with machine-gun fire or launches twin missiles at you. This is an excellent time to perfect your strafing to avoid missile fire. To boost while on the ground, press the D-pad (or Forward/Backward, or **(L1, R1)**) and **X**. To boost left or right, use the strafe buttons (**(L1, R1)**) with **X**. To fly, press **X** and use the D-pad (or Forward/Backward, or **(L1, R1)**) to jet around in the air. Keep an eye on your Boost gauge: you will be vulnerable to attack if you deplete it fully. Charging back to full boost power takes about 15 seconds.

To destroy the enemy MT, hide behind the curve in the glass wall of the freeway tube and sidestep out to fire when you have a missile (or double-missile) lock. It takes two missiles (or 10 rifle bullets) to destroy each MT.

The final MT takes around double the amount of ordnance to dispatch. Stay at a distance and launch about six locked rockets while dodging infrequent incoming bullets and you will destroy the MT easily. Now prepare for your first real mission!



▶ START

AREAMAP

CAMERA COORDINATES

X 000448
Y 000872
Z 000416

CAMERA ANGLE
X -042
Y 042
Z 000

N

LOCATION NOM

HOVER CAR

TO MAP B/C

PRESENT LOCATION

X 000145
Y 000801
Z 000300

OUTER TEMPERATURE
007c

TARGET POINT
OPERATING
AUTO REPAIRING SYSTEM
OPERATING

→

B

AREAMAP

CAMERA COORDINATES

X 000555
Y 000850
Z 000534

CAMERA ANGLE
X -053
Y 052
Z 000

N

HOVER CAR

LOCATION NOM

MT

TO MAP C

PRESENT LOCATION

X 000800
Y 000801
Z 000800

OUTER TEMPERATURE
007c

TARGET POINT
OPERATING
AUTO REPAIRING SYSTEM
OPERATING

→

C

AREAMAP

CAMERA COORDINATES

X 000513
Y 000728
Z 001145

CAMERA ANGLE
X -053
Y 091
Z 000

N

HOVER CAR

MT

LOCATION NOM

TRUCK

TO MAP D

TO MAP B

PRESENT LOCATION

X 000441
Y 000801
Z 001120

OUTER TEMPERATURE
007c

TARGET POINT
OPERATING
AUTO REPAIRING SYSTEM
OPERATING

→

D

AREAMAP

CAMERA COORDINATES

X 001022
Y 000552
Z 001100

CAMERA ANGLE
X -055
Y 095
Z 000

N

MT

TRUCK

C

C

TARGET

MT

LEADER MT

PRESENT LOCATION

X 000998
Y 000800
Z 001210

OUTER TEMPERATURE
007c

TARGET POINT
OPERATING
AUTO REPAIRING SYSTEM
OPERATING

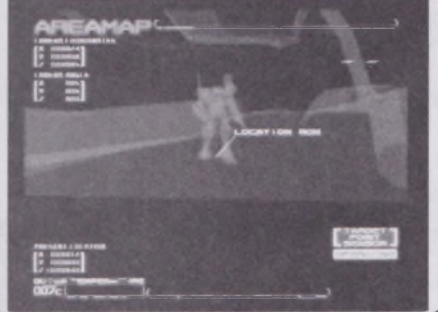
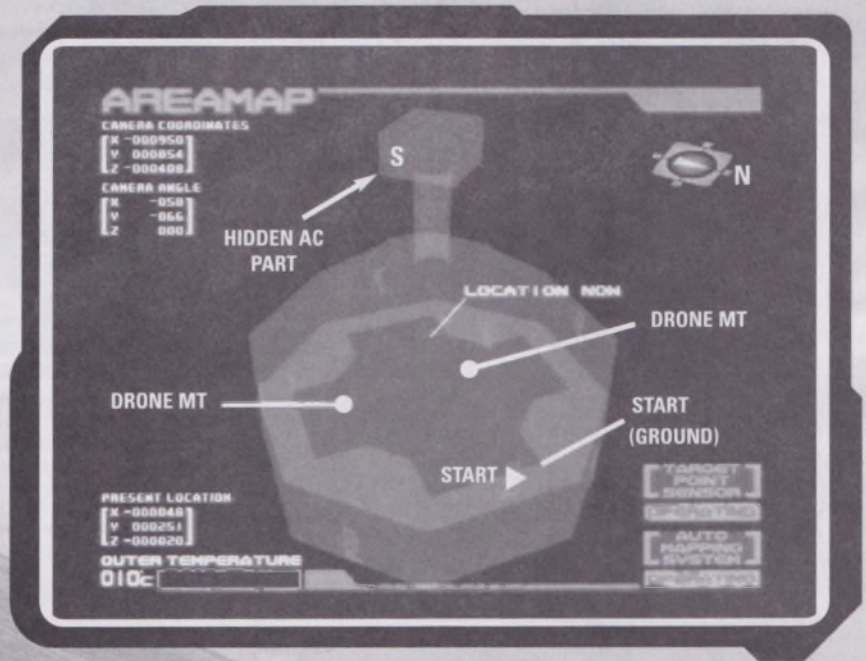
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Additional—Secure Hidden Part ZRL-774/WH

Your sortie is complete, but prior to your initial paid mission, you may secure the first of 12 hidden AC parts. All the other parts are located in the mission environments. Enter the Garage. After reconfiguring your AC to your specifications and budget (utilizing the shop, if you need to), enter the AC Test Arena.

Launch from the ground to the plinth around the arena and back up to the wall to avoid cannon fire from the drone hover units. You may wish to dispatch one unit first. Next, look up to the domed ceiling and aim your machine gun at the central gray octagonal block. Fire at it continuously.

After a number of rifle rounds (50 shots from the ZWG-RF/37, for example), the block explodes to reveal a hidden ventilation shaft. Boost up the shaft to the top, land, and secure the ZRL-774/WH (pressing ●). Return to the Assembly area of your garage and equip the ZWG-RF/37 at your discretion.



Press **[SELECT]** to survey your immediate surroundings. Use the D-pad to rotate the map in 3-D, **[L1]** to zoom out, and **[R1]** to zoom in. You will find this map function indispensable in later levels, so learn it well.



Avoid overzealous use of the boost. Your slow-moving mech will be a sitting duck while the Boosters recharge. Using the override boost (**R3**) selectively, you can clear this stage in two minutes.



As you spot a rocket launch from an enemy MT, boost and strafe left or right (**←** or **→** and **X**), or strafe left or right in the air (**R** or **↻** and **X**). While strafing, lock on the weapon of your choice and fire.



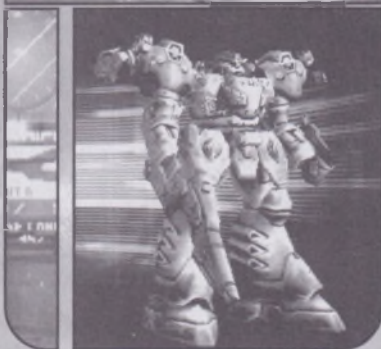
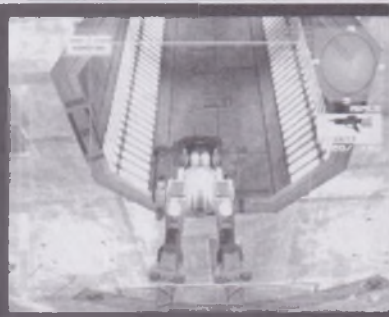
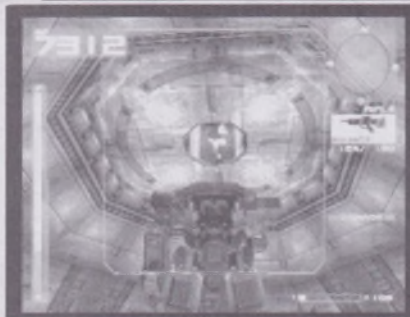
Missiles are your favored method of MT destruction. Each enemy MT (except the lead MT) can take only two missile hits, or 10 well-aimed bullets.



Close combat exposes your AC's defenses to damage as you close in to attack, but it's useful to master for later stages. Only the final lead MT counterattacks with a close-combat weapon.



Three terran vehicles have been abandoned in this test zone—two hover cars and an overturned truck an MT is using for cover. Destroy them with machine-gun fire.



After selling the parts, spend your money on a more powerful Booster, such as the EBT-GR4300. Equip it and enter the AC Test Arena with just your rifle. This provides enough boost power to get you to the hidden shaft. Now sell the EBT-GR4300 and reequip.

Mission Strategy

Assuming your AC has not trained and secured credits in Arena mode, this mission can be quite tricky for those with a basic AC unit. Start by jetting forward, opening the door to Area A. At the end of the corridor, your weapons may already be locking onto 10 rogue MTs. These globe-like units fire their energy rounds rapidly.

Carefully lock onto an MT, open the door, and fire as you back away, avoiding those highly damaging energy rounds. After you deal with the MTs directly ahead and above, check your radar for more MTs around the corner of the door. Wait for a lock-on, strafe out, fire, and return to the corridor before you take damage.

Destroying an MT just as the doors close ahead is a great feeling, and using the door to protect you is the key to victory. Return to your starting position, moving straight ahead through Door B, and repeat the process in Area B.

Once secured, open the door to Area C in the Area B chamber (on the same wall as the room entrance) and jet along the corridor. Destroy the three MTs directly behind the door, then look left, strafe out, and aim for the three nearest Bundle MTs. The final MT quartet is usually out of range, so use ground cover or air strafing while you lock on.



Your dash forward to engage the Bundle MTs triggers a warning siren, and the room becomes "hostile". The red color does not affect combat. Only the doors specified are unlocked.



A true Raven finishes this mission with 6000+ armor points! Use the entrance doors for cover, opening and closing them with your AC's proximity. Don't stray too far from the door, or it will close, giving the MTs time to damage you.



Watch for death from above! Before opening a door, locate (by radar and locking on) the closest MTs; some may lurk above. The EWG-MGA2 is a quick, economical way to rid Zio Matrix of these malfunctioning orbs.



Storming into combat is inadvisable given the multiple enemies and their rapid-fire weaponry. You must dodge expertly to survive the mission. It is possible but inefficient to stand on and fire from on this walkway.

MT SUPPRESSION

MESSAGE INCOMING FROM ZIO MATRIX:

>>PROTOTYPE MTS ARE MALFUNCTIONING AND RUNNING LOOSE IN THE BUNDLE MT FACTORY. THE CAUSE OF THIS MAY BE THE ELECTROMAGNETIC FIELD SURROUNDING A METEOR THAT FELL NEARBY.

AS THE MALFUNCTIONING MTS ARE ONLY PROTOTYPES, THEY ARE WEAKLY ARMED. NO MAJOR DAMAGE IS EXPECTED, BUT WE CANNOT LET THEM RUN AMOK.

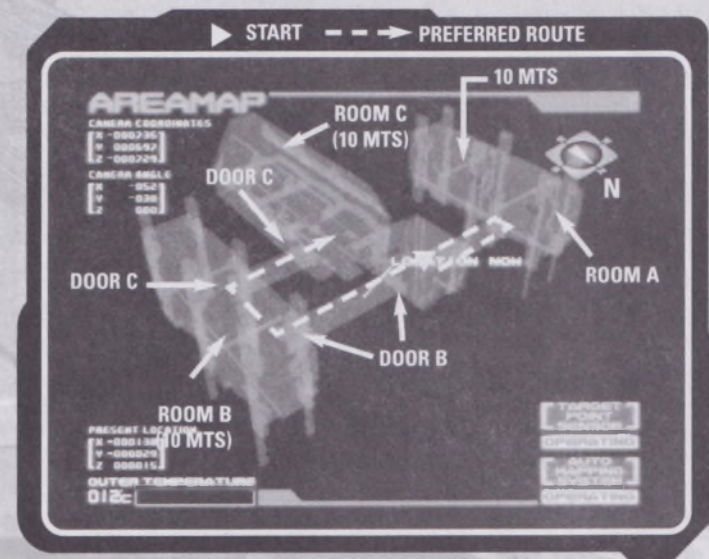
YOUR MISSION ASSIGNMENT IS THE DESTRUCTION OF ALL MALFUNCTIONING MTS. GOOD LUCK.<<

MISSION DATA

Operation Name: **Bad Boys**
Client: **Zio Matrix**
Opponent: **None**
Place: **Bundle MT Factory**
Weather: **Rain**
Mission Start Time: **16:30**
Estimated Success Rate: **96%**
Payment: **27,000 Credits**
Corporate Points: **+1 Zio Matrix Points**

MISSION OBJECTIVES

- ▣ Locate door to area A of Bundle MT factory
- ▣ Destroy ten unmanned MTs in the vicinity of Area A
- ▣ Locate door to area B of Bundle MT factory
- ▣ Destroy ten unmanned MTs in the vicinity of Area B
- ▣ Locate door to area C of Bundle MT factory
- ▣ Destroy all remaining ten MTs
- ▣ Optional: Secure Human Plus Enhancements



The walkways and damaged machinery in the larger final Area C zone allow some shielding, so taking cover there is appropriate. You cannot destroy the deprogrammed MTs that scatter across the floor, but you can destroy the two claw lifter units.



Refer to the Classified Information section for information on the Human Plus enhancements available for your AC. Should you wish to incorporate them, do it now. This screenshot shows where to position yourself to hasten the process. Remember to fire off ammunition to expend extra money.

ELIMINATE INFORMER

MESSAGE INCOMING FROM LCC:

>>WE REQUEST THE ELIMINATION OF AN INFORMER. THE TARGET IS AN EMPLOYEE OF OURS WHO HAS BEEN SELLING HIGHLY CLASSIFIED INFORMATION TO OTHER CORPORATIONS.

THROUGH SURVEILLANCE WE'VE LEARNED THAT HE WILL BE MEETING WITH REPRESENTATIVES FROM EMERAUDE CORP. TONIGHT, AT FALNA CRATER. WE WANT YOU TO ELIMINATE HIM THEN AND THERE.

ATTACK ONLY THE VEHICLE THAT THE TARGET HAS BOARDED. IGNORE THE CORPORATE FORCES. WE WANT TO SEND THEM A MESSAGE THAT WE'LL NO LONGER TOLERATE SUCH ACTIVITIES.

I DON'T LIKE HAVING TO HIRE A RAVEN, BUT AS THE REST OF OUR FORCES ARE ENGAGED IN OTHER ACTIVITIES, I DON'T REALLY HAVE A CHOICE. THAT IS ALL. GOOD LUCK.<<

MISSION DATA

Operation Name: Cat Tale
Client: LCC
Opponent: Emeraude Corporation
Place: Falna Crater
Weather: Fair
Mission Start Time: 1:00
Estimated Success Rate: 75%
Payment: 30,000 credits
Corporate Points: 0

MISSION OBJECTIVES

- ▣ Locate the armored juggernaut housing the informant
- ▣ Prevent the juggernaut from leaving the Falna Crater area
- ▣ Destroy the juggernaut at your earliest convenience
- ▣ Do not engage MTs in combat; destroy only the juggernaut
- ▣ Optional: Engage MTs in combat; then destroy the juggernaut

Mission Strategy

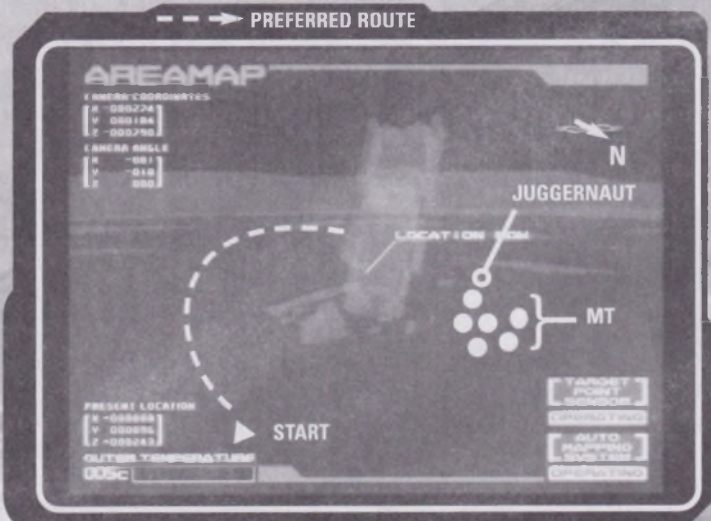
An LCC traitor has chosen a night time rendezvous with Emeraude forces. Your mercenary status as a Raven allows you to attack previous and future mission employers at will. On this occasion, you attack a single truck in the undulating terrain of the Falna Crater amid the wreckage of a mammoth starcruiser—and a convoy of MTs!

Jet skyward immediately, making a wide clockwise arc around the outside of the starcruiser. Most of the MTs move toward you from the far side of the wreckage, allowing you to spot the juggernaut quickly. Ignore the two MTs guarding the truck; fire quick machine-gun bursts at it as you dodge missile fire. It takes only a smattering of bullets to destroy the vehicle. Avoid wayward rockets for a few seconds as the mission ends.

The undulating terrain can cause problems with your missile locking system. If you use missiles, try to fire them while airborne, or from the crest of a sand dune. If you get overwhelmed, retreat over a dune and pick off the truck or an MT. With luck, this mission can end in as little as 30 seconds.



---> PREFERRED ROUTE



From your starting position, fly around the wreckage without engaging MTs in combat until you are safely in range of the juggernaut. Closing in on the MTs results in a vicious firefight. Avoid this unless you wish to disregard the LCC's orders.



The juggernaut is slow and easy to spot and lock onto. As soon as you can, fire at it rapidly. If you are quick enough, you can destroy the juggernaut before the MTs close in. If you are not, dodge and strafe skyward and train your weapons on the truck.



Enemy MTs will not take to the skies, but instead launch dual missiles from the ground. This is a good time to practice dodging these missiles: stop boosting or change direction just before a missile hits. Be careful!



If you have enough boost power (and you should, with Human Enhancements or some arena combat credits), jet up and either snipe or rain missiles down from atop the starcruiser wreckage. This is another way to complete the level easily.



If you prefer to disregard LCC orders, go ahead and battle the MTs before destroying the juggernaut. There are no penalties for doing so. The only expenses you incur are for the extra ammunition. These MTs are vulnerable to close-combat slashing.



To save solid weapon ammunition (and money), jet to the juggernaut and slash it two or three times with your close-attack weapon. You also have the luxury of waiting, as the truck will not leave the battle arena.

Mission Strategy

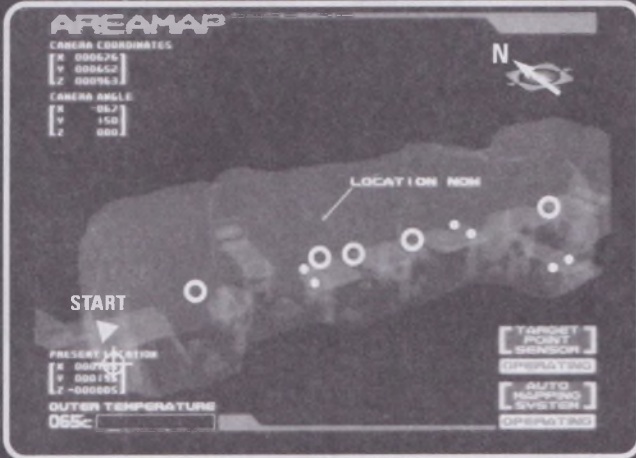
A group of lightly armored Zio Matrix MTs is encroaching on LCC territory across an abandoned bridge intersection that's crumbling into the lava below. These units move slowly, but their intense energy weapons can cause your AC to stumble within seconds of a lock-on. Do not underestimate these corporate forces.

As the door shuts behind you, train your weapon of choice (a rapid-fire machine gun should do the trick) on the two MTs directly ahead. Fire until they explode; then concentrate on the MTs to the left. Keep moving: failure to dodge the barrage of enemy bullets can result in serious AC damage. Once you lock onto an MT, destroy it before you locate another. Fewer MTs firing increases your chance for mission success.

Swooping down from the air is preferable, as only one or two MTs can lock onto you as the others approach or mill around. Watch your landing however: the ends of the three bridge portions will collapse, and if you are not boosting when they do you end up in the lava. Boost immediately and fly low over the bridge (with your feet touching the tarmac); this causes the bridge to collapse while you're still mobile. Watch the missile locks as the MTs hide behind parts of the bridge structure; pick off stragglers from a safe distance.



- BREAKABLE BRIDGE PART
- HOVER MT
- ⊙ COVER UNDER THE BRIDGE



The central bridge is weak at five points—the northwestern portion of the second main bridge piece; the midsection of the main bridge between north and south enclaves; farther east before the next gap (north side); adjacent to the south enclave (south side), and in the midsection near the eastern doors.



You also may hide and pick MTs off one by one. Simply strafe left and right, drop onto the *raised* portion of lava under the bridge (adjacent to the level entrance), and lie in wait for the MTs to fly along the rocky sides. Or lock on, fly above the bridge, attack, and drop again.

DEFEND THE BRIDGE

MESSAGE INCOMING FROM LCC:

>>HEAD TO THE OLD BRIDGE IN THE TREDD SPECIAL ENVIRONMENT ZONE. THE BRIDGE IS A REMNANT LEFT OVER FROM THE FIRST TERRAFORMING. IT'S NOW OCCUPIED BY ZIO MATRIX.

WE HAVE NO IDEA WHY ZIO HAS ENTERED THIS ZONE, BUT WE HAVE JURISDICTION OVER THE OLD FACILITIES, AND UNAUTHORIZED CORPORATE ENCROACHMENT WILL NOT BE TOLERATED.

ELIMINATE ALL CORPORATE MTS. THIS WILL SERVE AS A WARNING TO THEM.

THE AREA IS VERY HIGH IN TEMPERATURE, DUE TO ITS EXPOSURE TO LAVA RELEASED BY A NEARBY VOLCANO, THE ROADS ARE BADLY DAMAGED, BUT BEING A RAVEN, THIS SHOULD POSE NO PROBLEM. THAT IS ALL. GOOD LUCK<<

MISSION DATA

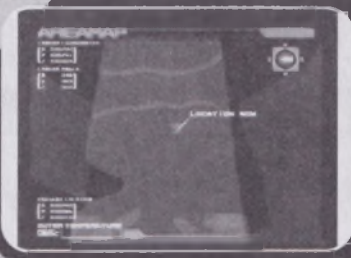
Operation Name: **Scrambled Egg**
Client: **LCC**
Opponent: **Zio Matrix**
Place: **Old Bridge**
Weather: **Fair**
Mission Start Time: **8:15**
Estimated Success Rate: **82%**
Payment: **28,000 credits**
Corporate Points: **0**

MISSION OBJECTIVES

- ☑ Engage and destroy 10 Zio Matrix MT units
- ☑ Locate and avoid weaknesses in the bridge structure
- ☑ Avoid contact with the lava floor



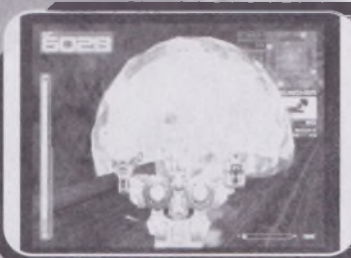
Attack the MT in your sights immediately (press and hold fire before the mission starts!); then lock onto and destroy the MT to the right of it. After that, train your lock to the MTs on the left (north) side before destroying the ones ahead (east) of you. Strafe left and right to minimize damage.



The unstable bridge pieces are located on the central area; the north and south enclaves are sturdy. Jet just above the road instead of landing and you can land on an adjacent area without running out of boost and frying. Use the map (**SELECT**) to locate all the cracks in the bridge.



Strafing quickly left and right as you fire is the preferred method of MT destruction. But ACs with good boost power can attack from the air. You are more mobile, and attacks come from only one or two MTs. Remember to land on a safe part of the bridge!



After you destroy eight MTs, you locate the last two farther up, near the southern enclave. Take them out from a safe distance. If you're after a little fun (and huge expenditure), however, sell everything you can and equip yourself with the EAW-DC10 twin arm bazookas. Ten MTs and 10 shots—can you do it?

ATTACK REKTENA INSTALLATION

MESSAGE INCOMING FROM EMERAUDE:

>>PLEASE ATTACK ZIO MATRIX'S
ENERGY-COLLECTION FACILITY.

THE TARGET IS THE REKTENA INSTALLATION IN THE HELLAS PLAIN. SOLAR DEVICES BLANKET THE AREA, COLLECTING SUNLIGHT AND CONVERTING IT INTO ENERGY FOR USE IN THE MAJOR MARTIAN CITIES.

THE GOAL IS TO UNDERMINE THE PUBLIC TRUST IN ZIO MATRIX BY DESTROYING THEIR ABILITY TO SUPPLY A NECESSARY COMMODITY...POWER. DESTROY THE FACILITY AND ALL REKTENA DEVICES.

THE FACILITY IS GUARDED BY CANNONS AND A SQUADRON OF FIGHTER PLANES. THEREFORE, WE WILL BE ATTACKING AT NIGHT, WHEN WE SHOULD ENCOUNTER LESS RESISTANCE.<<

WE WILL ALSO BE ASSEMBLING AN MT SUPPORT TEAM TO PROVIDE YOU WITH COVER. FAILURE IS NOT AN OPTION. AS A RAVEN, I'M SURE YOU UNDERSTAND.<<

MISSION DATA

Operation Name: **Fire Fly**
Client: **Emeraude**
Opponent: **Zio Matrix**
Place: **Rektena Installation**
Weather: **Fair**
Mission Start Time: **2:00**
Estimated Success Rate: **71%**
Payment: **34,000 credits**
Corporate Points: **+2 Emeraude Points**

MISSION OBJECTIVES

- Optional: Locate and destroy four Zio Matrix fighter plane platoons
- Optional: Locate and destroy the Rektena installation's six radar sensors
- Optional: Locate and destroy the Rektena installation
- Optional: Locate and destroy installation bazooka emplacements
- Optional: Locate and destroy four cannon emplacements
- Optional: Complete mission without Emeraude MT casualties

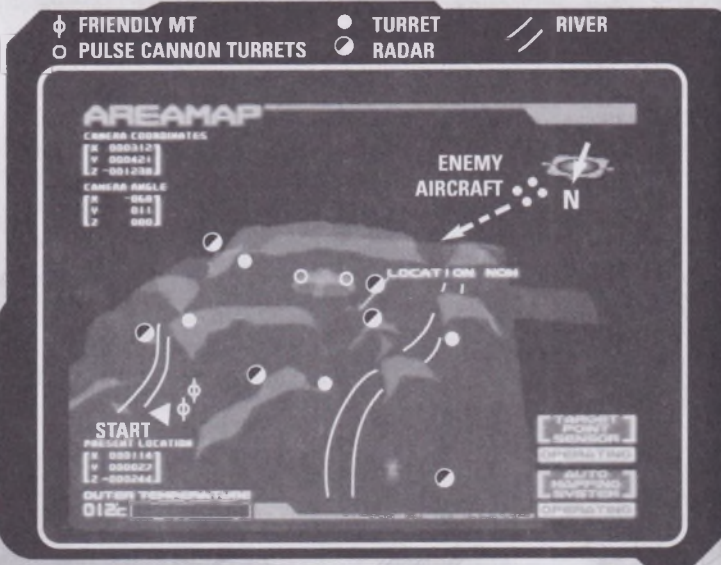
Mission Strategy

Despite initially confusing topography, this level's trenches and carved rock hillsides are excellent places to lurk and find cover. To complete this level with minimal expenditure, immediately take the opportunity to engage the fighter planes in ground-to-air combat. This allows the two unstaffed MTs to close in on the base without being destroyed from above.

Jet up on the hillside to the right (west) of your drop point and acquire a panoramic lock-on from this elevation, avoiding the stray missiles exploding on the rocks. Missiles are preferable to machine-gun fire; you will use the latter to take out the sensors.

After dealing with the planes, locate and destroy the sensor on the ground south and west of you. Watch the cannon between the two sensors and another cannon to the southwest. By this time, MTs should have taken out the base, leaving you free to destroy (optionally) the two remaining cannons and four remaining sensors.

Two sensors lie in the main area, just west of the installation. You can find the other two on the east side of the map. One lies next to the cannon in the northeast, just outside the arena housing the installation. The other is trickier to locate: it is housed in the map's southeast corner, on the *other* side of the hill from the southeast cannon. When in doubt, check the map. (There is no time limit.)



As the MTs destroy the installation, defend them from air attack by destroying the fighter planes, using the hills. Then destroy the two sensors in the immediate vicinity (and the two cannons, if you wish).



Now take out the two cannons (from a high vantage—they cannot shoot upward) to eliminate the threat when you destroy the sensors. Locate the other two sensors and complete the mission with minimal expenditure.



Other ways to complete the level include: ignoring the fighter planes, taking the two sensors in the north west area, jetting back behind the base to the north east sensor, nullifying it, and tackling the base yourself.



If you must attack the base before the MTs, either take down the bazooka emplacements from a hill-top (their shots will hit the hillside) or machine-gun the base walls.



To do the MTs' job for them, attack the installation as you strafe. Once the base explodes, it destroys the bazooka emplacements automatically. Thus, dexterous pilots need not destroy the guns first.



To conserve ammunition, destroy all sensors with a close-combat weapon. You may destroy both MTs.

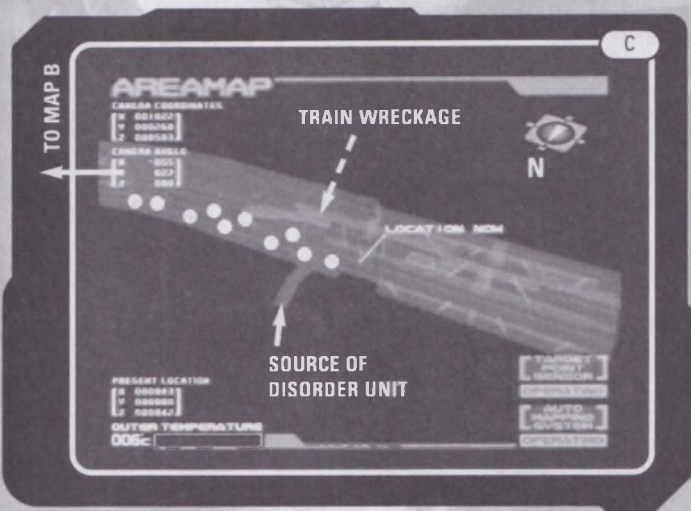
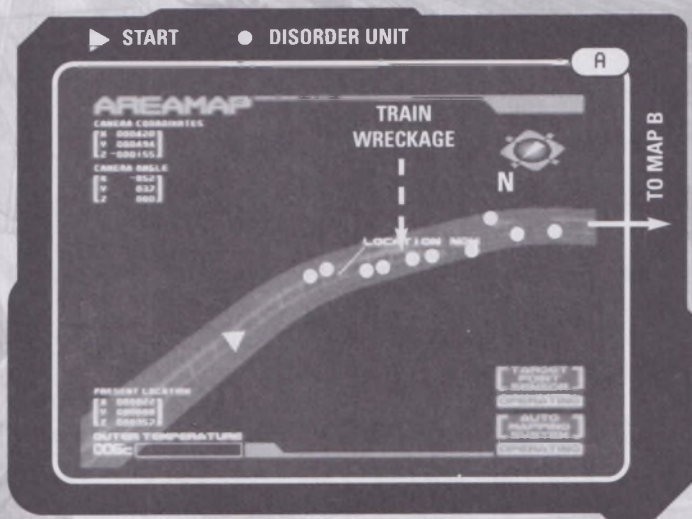
Mission Strategy

Failure is not an option, so maximize your chance for success by destroying all the Disorder units as cheaply as possible. If you arm your AC with a machine gun or missile weapon using solid ammunition, you can complete the level easily, but you will lose around 20,000 credits in associated costs.

A better plan: purchase an energy weapon (such as the ZWG-MG/ENE) and couple it with a Laser Blade (such as the ELS-3443). Once equipped, take to the tunnel; as soon as you receive a lock-on signal, commence firing. When the Disorder unit explodes, cease firing (bullets are at a premium), aim for another unit, and let rip.

Back away from the Disorder units as you fire: you will sustain significant damage at close quarters with so many units attacking. At range, you can sidestep their bullets as you return fire. Continue until you locate the wreckage of a locomotive.

Hide behind the train remnants and wait for the Disorder units. They'll emerge from around the corner and shoot at you. The train blocks them, and if you wait long enough (launching up to tag a unit before ducking down again), the units start to destroy each other. Wait until only a couple of units remain, destroy them, and finish the remaining stragglers.



REMOVE DISORDER UNITS

MESSAGE INCOMING FROM LCC:

>>THIS IS AN EMERGENCY. DISORDER UNITS HAVE BEEN DISCOVERED IN THE 17TH DISTRICT OF THE UNDERGROUND HIGH-SPEED RAILWAY. I'M REQUESTING YOUR SERVICES TO ELIMINATE THEM.

DISORDER UNITS ARE UNMANNED, ARMORED WEAPONS OF UNKNOWN ORIGIN. THEY'VE APPEARED IN MANY PLACES THROUGHOUT MARS, AND HAVE CAUSED SEVERE DAMAGE IN THE CITIES AND FACILITIES.

THIS RAILWAY IS PART OF A CRITICAL TRANSPORT NETWORK ON MARS. SHOULD THIS GET OUT OF HAND, THE ECONOMIC REPERCUSSIONS WOULD BE IMMENSE. THE SITUATION REQUIRES IMMEDIATE ATTENTION.

THE LCC IS CURRENTLY HANDLING OTHER ISSUES, THEREFORE, WE'VE DECIDED THAT HIRING A RAVEN IS THE BEST COURSE OF ACTION. PLEASE TAKE CARE OF THE SITUATION.

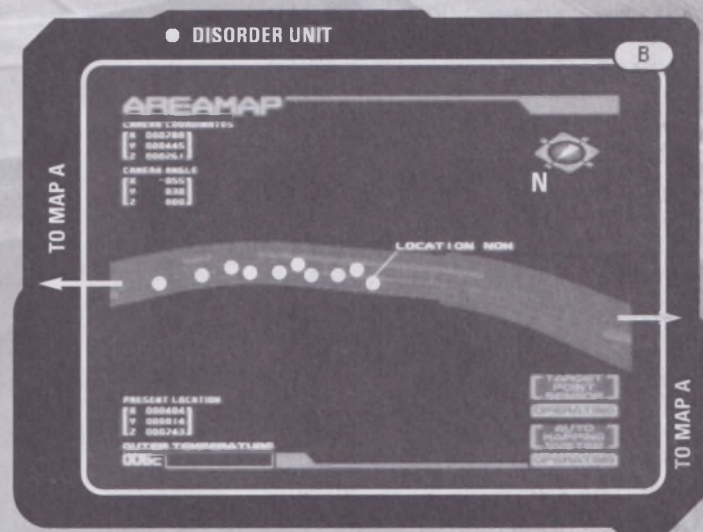
WE CANNOT LET THESE WEAPONS OF UNKNOWN ORIGIN HINDER PROGRESS ON MARS. FAILURE IS NOT AN OPTION.<<

MISSION DATA

Operation Name: **Silent Show**
Client: **LCC**
Opponent: **Disorder**
Place: **Underground Railway**
Weather: **Cloudy**
Mission Start Time: **15:45**
Estimated Success Rate: **80%**
Payment: **46,000 credits**
Corporate Points: **0**

MISSION OBJECTIVES

- ☐ Engage Disorder units in combat
- ☐ Seek cover and continue Disorder bombardment
- ☐ Destroy every Disorder unit in the underground high-speed railway network
- ☐ Optional: Expend limited ammunition
- ☐ Optional: Keep weapon and AC repair costs to a minimum
- ☐ Locate door to area A of Bundle MT factory
- ☐ Destroy ten unmanned MTs in the vicinity of Area A
- ☐ Locate door to area B of Bundle MT factory
- ☐ Destroy ten unmanned MTs in the vicinity of Area B
- ☐ Locate door to area C of Bundle MT factory
- ☐ Destroy all remaining ten MTs
- ☐ Optional: Secure Human Plus Enhancements



REMOVE DISORDER UNITS

5319



Your mission map is extremely simple. You may wish to forgo your radar and add another energy weapon instead. You must trek around a semicircular underground track and destroy every Disorder unit in the vicinity.

7717



Stay at range from the Disorder units. This makes it easier to dodge enemy bullets (hop from side to side to avoid getting hit), and gives distant Disorder units time to shoot and destroy their brethren accidentally.

5681



You will encounter both large and small Disorder units in this combat zone. Both take the same damage and fire the same bullet type. Remember, stay at range to avoid getting swamped and shot to pieces.

6948



As you encounter the first piece of train wreckage, scoot up and hide behind it. Two to three waves of Disorder units will emerge and try to shoot through the train at you, with no success. Keep hidden, and the units will destroy each other.

6948



Pop up from behind the train wreck to coax more Disorder units into firing at you, hitting nearby units instead and saving you the job of destroying them yourself. Optionally, you can jump up, fire off a clip of bullets, and take cover.

4821



You may run out of bullets with five or so Disorder units left. Do not despair; slash them. Use the second train wreck as cover before destroying the last unit. You should finish this level with around 42,000 credits left to spend.

ARMORED CORE



Mission Strategy

When you arrive at the theater of operations, ready yourself by holding up on the D-pad and **X**. As the mission begins, propel yourself forward and aim at the cargo vessel's outrider vehicles. Dispatch them and prepare for an override boost (r3). Alternatively, try an override boost and gun the outriders as you close.

Watch your booster power, though, especially if your AC is equipped with energy weapons. If you cannot keep up with the vessel it leaves the combat area; you become a vulnerable target if you allow your boost power to become completely depleted.

Destroying the guardian outriders is relatively straightforward: their armor is minimal, but watch for a nasty long-range rocket attack. Afterward, either boost and lock onto the vessel from nearby, or boost onto the vehicle itself.

The turret cannons cannot lock on to your AC if you land on the vehicle, giving you time to destroy them both from point-blank range. You can stand on the vehicle's rear armor, on the side bumpers, or even on the roof. (Try not to stand on the roof, however; highway signs can knock you off.)

After the vessel crashes, you must destroy its cargo. This prototype Disorder unit is vicious at close quarters, so stay at range, strafe left and right to dodge its fire, and pummel it with the ordnance of your choice.



As you jet toward the cargo vessel, aim most of your firepower at the two outriders, but dodge their bullets and single-missile attacks. Watch your energy if you attack with an energy weapon and boost at the same time.



If you lack boost power, your AC is too heavy, or you use too much energy (by firing and boosting), you must play catch-up. Override boost and aim to land on the vessel: no boost power means no mission completion.



Riding on the vessel solves the problem of boosting to catch up with it. If you have trouble catching the vessel, purchase a stronger booster part. Try to stand on the vehicle's side plating or rear armor and attack the turrets.



Attack the turrets with the machine gun of your choice. You cannot lock on, but you will destroy them in seconds, anyway. Once both gun emplacements have exploded, the vessel crashes and bursts into flames.

CAPTURE CARGO

MESSAGE INCOMING FROM EMERAUDE:

>>WE REQUEST THAT YOU ATTACK THE ZIO MATRIX TRANSPORT VEHICLE.

THE TARGET IS A LIGHTLY ARMED TRANSPORT VEHICLE. ACCORDING TO OUR REPORT, THEY'LL BE TRAVELLING ON THE T-20 HIGHWAY. THIS ROUTE IS DIFFERENT FROM THE ONE NORMALLY USED.

THE VEHICLE IS PROBABLY TRANSPORTING INFORMATION ON A NEWLY DEVELOPED TECHNOLOGY. CAPTURE THE CARGO AND BRING IT TO US. IF THIS IS NOT POSSIBLE, DESTROY THEM BOTH.

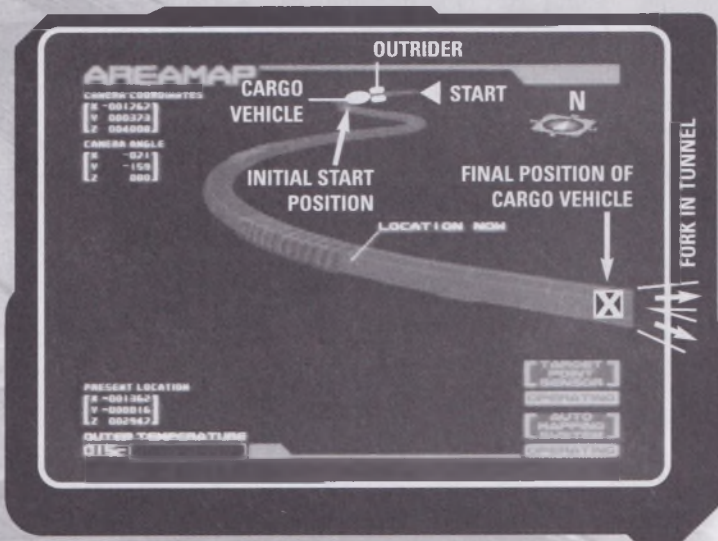
THE TRANSPORT'S DESTRUCTION IS THE MINIMUM REQUIREMENT FOR THIS MISSION. THAT IS ALL.<<

MISSION DATA

Operation Name: **Worker Bee**
Client: **Emeraude**
Opponent: **Zio Matrix**
Place: **T-20 Highway**
Weather: **Fair Weather**
Mission Start Time: **19:40**
Estimated Success Rate: **75%**
Payment: **42,000 credits**
Corporate Points: **+3 Emeraude Points**

MISSION OBJECTIVES

- ☐ Catch up to the cargo vessel before it leaves the area of operations
- ☐ Destroy the two outriders
- ☐ Destroy the vessel's two gun emplacements
- ☐ Recover or destroy its cargo
- ☐ Eradicate the prototype Disorder unit



The cargo turns out to be a Disorder prototype, a highly maneuverable unit with a rapid-fire machine gun. From a safe distance, lock on and dodge its bullets as you pepper it with your own. Close combat is suicide.



The vessel was transporting only the Disorder unit. By taking out the outriders early, leaping onto the vessel, and using energy weapons, proficient AC pilots can net around 38,000 credits for this mission.

DEFUSE EXPLOSIVES

MESSAGE INCOMING FROM EMERAUDE:

>>WE'VE LOST CONTACT WITH THE HOWARD SEA BASE IN THE IDONIA OCEAN. ACCORDING TO THEIR LAST TRANSMISSION, UNITS OF UNKNOWN ORIGIN INVADED THE FACILITY AND PLANTED EXPLOSIVES THERE.

THE BASE IS A MINING FACILITY AND WE BELIEVE THIS TO BE A CORPORATE ASSAULT. NO OTHER DETAILS ARE AVAILABLE, AS OUR SATELLITE IS DISABLED DUE TO INTERFERENCE WITH PHOBOS.

HEAD TO THE BASE AND COLLECT AND DEFUSE ALL EXPLOSIVES. IF ENEMY FORCES ARE ENCOUNTERED, DESTROY THEM IMMEDIATELY. GOOD LUCK.<<

MISSION DATA

Operation Name: **Big Souvenir**
Client: **Emeraude**
Opponent: **Unknown**
Place: **Howard Sea Base**
Weather: **Fair**
Mission Start Time: **12:05**
Estimated Success Rate: **71%**
Payment: **43,000 credits**
Corporate Points: **+2 Emeraude Points**
Penalties: 5,000 if facility is destroyed

MISSION OBJECTIVES

- ❑ Deploy in the Howard Sea Base central structure
- ❑ Locate and disarm five limpet bombs on the base's structures
- ❑ Disarm the five bombs within three minutes prior to detonation
- ❑ IMPORTANT: Do not damage any of the base pods or cranes
- ❑ IMPORTANT: Do not fly out of the area of operations
- ❑ IMPORTANT: Do not land in the Idonia Ocean. You will sink
- ❑ OPTIONAL: Destroy all six hover flamethrower units
- ❑ OPTIONAL: Destroy all five land flamethrower units

Mission Strategy

The five bombs are attached to the central low-level structure (your starting position), the western low-level structure, the central high-level structure, the eastern high-level structure, and the southeast low-level structure. A simple way exists both to defuse every bomb and dispatch all the flamethrowing adversaries—and at no cost.

Once you're dropped onto the starting structure, reverse, turn left (east), and disarm the first bomb (press ●). Then launch yourself to the structure in the northeast corner of the combat zone. If you are armed with a weapon such as the ZWC-LQ/2552 laser cannon, you can pick off every airborne enemy and still have 13 shots left. Use six of the remaining cannon shots to destroy the two ground flamethrowers on the high-level central structure. Then move to view the low-level eastern structure.

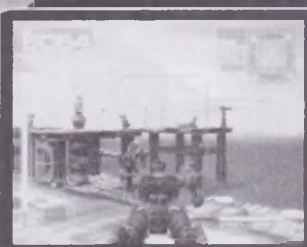
You can dispatch another ground enemy on the east side of this structure from a distance. It guards the second bomb. Disarm it, and then jet to the high-level central structure and disarm the third bomb. Another ground flamethrower unit waits on the western high-level structure. Angle your AC just out of range and fire away. Defuse the fourth bomb, peer over to the southwest low-level structure, and pick off the last enemy. Fly down, defuse the bomb, and collect your 43,000 credits.



○ LOCATION OF BOMB
● GROUND FLAMETHROWER
○ START POSITION OF FLAMETHROWER
- ➔ PREFERRED ROUTE



Back up from your starting point, defuse the bomb instantly, and then jet to the northeastern structure. You could stand and fight there, but you may take damage. Close combat with flamethrowers is deadly.



The northeastern structure is a prime vantage point. Destroy all six airborne enemies, the two ground flamethrowers on the central structure, and the target on the low-level eastern structure.



If you don't dispatch the air and ground units around the central high-level structure, defusing the third bomb becomes more difficult. You can destroy enemies from the southern structure, or even swoop in and defuse the bomb on the fly.



The fourth bomb is the trickiest to secure. The bomb's angle and that of the enemy calls for either an airborne or a close-quarters attack. Watch your distance: do not approach the enemy any more closely than in the screenshot!



Finally, peer over and locate the low-level southwestern structure. Target your final cannon rounds at the final flamethrower: it guards the bomb. Fly down, disarm the bomb, and count your winnings.



The slow-moving enemy targets make the ZWC-LQ/2552 laser cannon the weapon of choice. If money is a problem, sell your radar, close-combat weapon, and back unit. You will not need them for this sortie.

DEFEND ARDEN RIVER LABORATORY

Mission Strategy

When you arrive, you can see the Arden River is fast-moving and dotted with gnarled driftwood. This makes it difficult to gauge your position—and what you are supposed to be protecting. Then Zio Matrix informs you that you must protect *three* waypoints (A, B, and C) *at the same time*. This difficult sortie calls for some AC customizing.

Check your map the moment you land in the combat zone. You should see the waypoints clearly marked, and just ahead. *Never* stray south of these points; keep to the initial area.

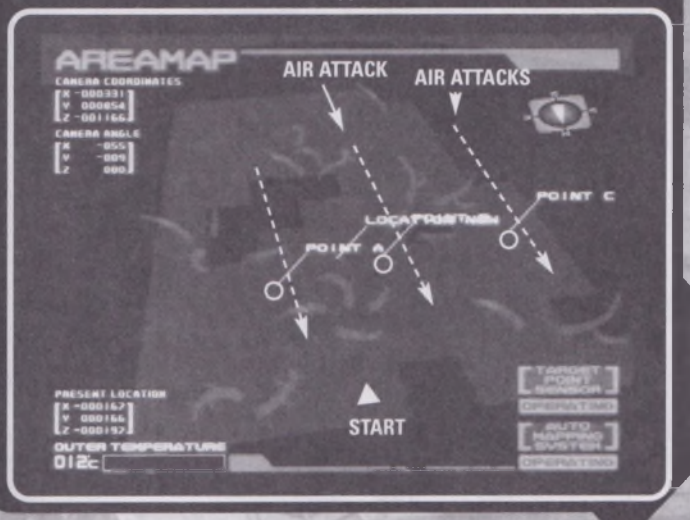
Immediately strafe left, using a nearby tree as cover, and aim carefully at the enemy air unit attacking from the south. Hit it with the rocket launcher before it gets in range. Ignore the ground unit nearby, turn toward the southwest, and locate another air attacker. Destroy it from extremely long range. Two more air units appear at exactly the same trajectory. Take them out.

Fog descends.

Attack the ground units nearby. Rush them, spraying machine-gun fire. Do not allow them to coax you away from the three waypoints. Wait until a landing craft reaches a waypoint (or look for one physically: they are your primary targets), locate it, and destroy it. They are slow and easy to spot and dispatch. Stay in the initial combat area at all times, taking cover under trees to avoid missiles, and locate the remaining enemies on your radar.

MOVING ENEMY CARRIERS

NOTE: Ground units move and may appear anywhere



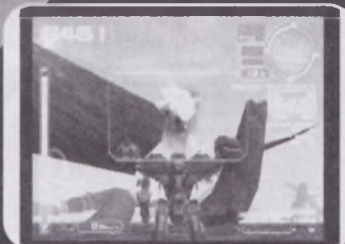
You *must* take out the air units first—at extreme range and with your rocket launcher. If you fail to destroy all four air units before the fog descends, you will find them far more difficult to hit later in the mission. If your aim is rusty, machine-gun them as they approach.



Ground combat with enemy MT units is a tricky affair. You can launch vertical missiles, but be sure to coax them out from under the driftwood first. Better, swoop down and machine-gun them from close range. Remember, they are *not* your primary targets.



Although you must destroy all enemies, the targets attacking the Zio Matrix lab are four slow-moving landing craft. Seek them physically, or wait until they cross a waypoint (you will be informed vocally) and attack them with a single rocket.



Stay just north of Waypoint B to jet easily and quickly to points A and C should an incursion take place. Play the waiting game; do not stray south of the waypoints under any circumstances. Take cover under driftwood before you attack any nearby enemy you spot on radar.

MESSAGE INCOMING FROM ZIO MATRIX:

>>EMERAUDE FORCES HAVE CROSSED THE ARDEN RIVER AND ARE CLOSING IN ON OUR LAB. THEY HAVE BEEN CONFIRMED AS MOBILE UNITS ARMED WITH LONG-RANGE WEAPONS.

THE LAB HAS NO DEFENSE SYSTEM, SO IT WILL UNDOUBTEDLY BE DESTROYED ONCE THEY ARE WITHIN FIRING RANGE. WE THEREFORE REQUEST THAT YOU ELIMINATE THE ASSAULT FORCE.

OUR REAL PROBLEM IS THE EXTREME WIDTH OF THE RIVER. IF THE ENEMY UNITS COME IN FORCE, THERE'S A GOOD CHANCE THAT THEY'LL BE ABLE TO BREAKTHROUGH.

WE'VE SET THREE RELAY POINTS. YOU'LL BE NOTIFIED WHEN THE ENEMY PASSES EACH ONE. USE THIS INFORMATION TO PREVENT THEM FROM BREAKING THROUGH OUR LAST LINE OF DEFENSE.

GOOD LUCK.<<

MISSION DATA

Operation Name: **Honeymoon**
Client: **Zio Matrix**
Opponent: **Emeraude**
Place: **Arden River**
Weather: **Misty**
Mission Start Time: **7:10**
Estimated Success Rate: **62%**
Payment: **40,000 credits**
Corporate Points: **+2 Zio Matrix Points**

MISSION OBJECTIVES

- ❑ Prevent a breach of the defensive line at three points
- ❑ Attack and destroy four airborne enemy units
- ❑ Attack and destroy six enemy ground units
- ❑ Attack and destroy four enemy landing craft
- ❑ Do not allow landing craft to exit the area of operations

SPACEPORT ESCORT

MESSAGE INCOMING FROM LCC:

>>WE'VE OBTAINED INFORMATION REGARDING A PLANNED ASSAULT ON VILHUL SPACEPORT. THE SPACEPORT IS THE MAIN HUB FOR TRAVEL BETWEEN EARTH AND MARS.

ONE OF OUR EARTH GOVERNMENT SPACESHIPS IS SCHEDULED TO LAND AT THE SPACEPORT. THE ATTACK IS PROBABLY INTENDED TO PREVENT IT FROM DOING SO.

THE ASSAULT TEAM IS OF UNKNOWN ORIGIN, BUT IT'S ASSUMED THEY WERE HIRED BY ONE OF THE CORPORATIONS. WE MUST DESTROY ANYONE WHO ATTEMPTS TO DISTURB THE PEACE ON MARS.

WE WANT TO HIRE YOU TO PROTECT THE TERMINAL FROM POTENTIAL ENEMY ATTACK. YOU WILL ALSO BE PROVIDED WITH A SUPPORT TEAM TO ASSIST YOU IN THIS MISSION.

YOU WILL BE REIMBURSED, EVEN IF THE PLANNED ASSAULT DOES NOT OCCUR. YOU HAVE NO REASON TO REJECT THIS OFFER, HAVE YOU?<<

MISSION DATA

Operation Name: **Sweet Sweet**
Client: **LCC**
Opponent: **Unknown**
Place: **Vilhul Spaceport**
Weather: **Cloudy**
Mission Start Time: **17:30**
Estimated Success Rate: **81%**
Payment: **48,000 credits**
Corporate Points: **0**
Penalties:

- 5,000 per airport lift destroyed (there are two)
- 600 per radar dish destroyed (there are 13)
- 300 per container destroyed (there are 15)
- 500 per cargo vehicle (there are three)

MISSION OBJECTIVES

- Defend the terminal against attack
- Prevent spaceport lifts from destruction
- Intercept and destroy three airborne platoons of six fighter bombers
- Intercept and destroy a fourth platoon of fighter bombers and a large bomber
- Expect little support from LCC MT units; support them, if you can
- Optional: Utilize Spaceport APC for restocking weapons

Mission Strategy

As the remaining Spaceport MT support team moves slowly to cover, check the skies for the first platoon of bombers. You must attack them immediately! You have two options: strafe from the ground, or seek higher elevation to pick off the bombers easily. Boost to the top of the spaceport's central communications tower and aim at the waves of fighters. Preferred weapons are the EWM-S608 missile launcher or a machine gun.

You may experience lock-on difficulties, as the bombers fly in close formation at first. Simply wait for the red lock-on and fire, or switch to a different weapon. From this vantage you can pick off the first six bombers easily; they move slowly and the tower you stand on can shield you from their attacks.

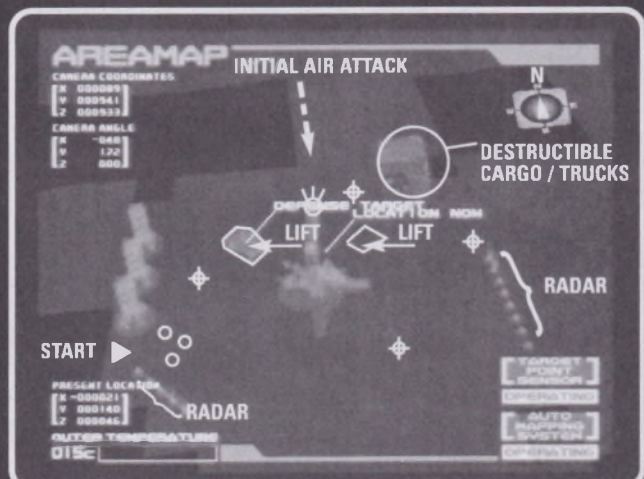
Then a second squadron appears.

Repeat the process, but don't expect much backup from the MTs.

They're content to stomp sluggishly about the open courtyard, occasionally firing a couple of energy bolts. Some bombers actually fire at and destroy their wingmen in a frantic attempt to hit you. Stay put: the only way they can knock you down is by ramming or connecting with their rockets.

A couple of minutes into your sortie, your AC optimizes for a second. Ignore this and continue demolishing incoming aircraft; then wait for the final attack—a gigantic bomber and a quartet of the smaller fighters. Concentrate on the four regular craft. Then switch to a machine gun and pepper the slow-moving ship as it flies overhead. This behemoth explodes if you fire rapidly with machine guns during two passes.

- RE-ARM VEHICLE
- PREFERRED VANTAGE POINT
- FRIENDLY MECH START POSITION



The rectangular lifts that usually house waiting aircraft are your primary areas to defend. You can pinpoint them on the map. They can take a severe battering, but an adept AC pilot should not allow more than two enemy bombs to hit a lift.



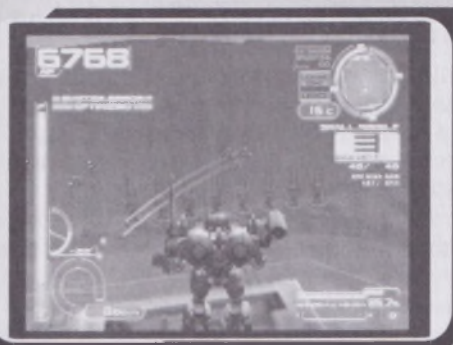
Jet upward immediately and prepare to defend the top of the central observation tower. From there you can expect to lose only a couple of hundred Armor Points in the entire mission. It takes two missiles to down each bomber.



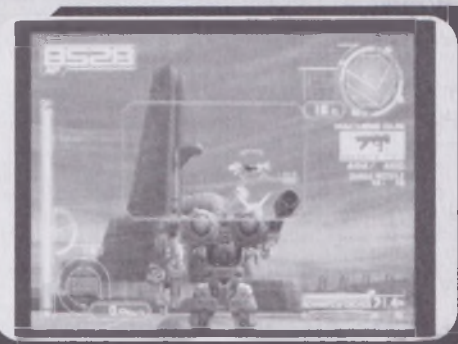
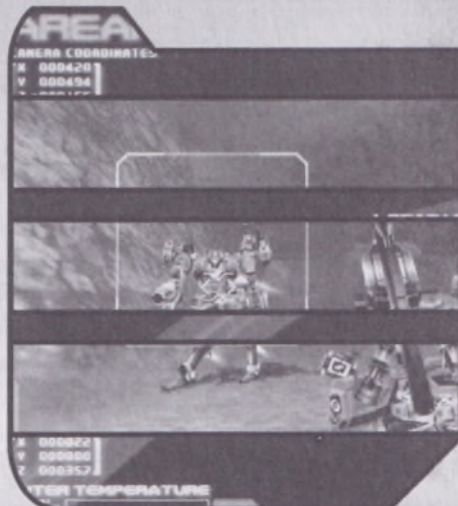
When you spot an enemy missile locking on, back away from the edge of the tower. The missiles usually explode harmlessly against the tower's outer structure.



A wave of enemy fighters closes in, but before they can pair off, send a barrage of machine-gun fire into the platoon. Missiles may have a problem locking on with so many enemies in such close proximity. A machine-gun barrage can destroy up to four bombers in one pass!



Secondarily, you may assist the LCC MTs that are still on the ground below. (They were supposed to be helping you!) Aim to take out enemy bombers before they launch their air-to-ground rockets at the MTs; these can withstand only two attacks before exploding. A damaged bomber about to detonate still can fire off missiles, so beware. Finally, provoke the bombers by moving to the other side of the spaceport, near the crates and trucks.



If you prefer ground combat, don't attempt to tackle an incoming bomber force head on. Instead, scoot to the side and attack; then quickly turn and attack from the rear as the bombers pass.



Instead of taking a position on the tower, launch up and attack bombers in a dogfight. Destroying enemies this way is extremely difficult and works only for truly spectacular AC pilots.



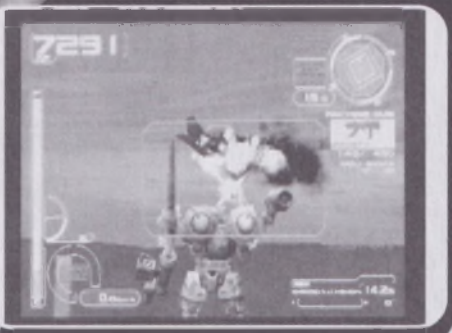
During the mission, you can dock with one of three APCs to boost your energy and solid weapons to maximum levels. You can visit each APC only once.



Mutinous AC pilots beware: although you can destroy the line of radar beacons, the warehouse trucks and crates, and even the APCs and lift, this seriously hurts you financially when the mission ends!



Eliminate the last wave of fighters before you turn your attention to the larger bomber. The four smaller aircraft can cause considerably more damage—and they fire back!



Boost to the top of the central communications tower and aim your machine gun at the large bomber—but wait until it's targeted. Otherwise your shots will stray to the sides of the craft. You'll find your final adversary easy to attack with two rapid-fire assaults: its flight pattern allows it to bomb only the lifts.

ASSIST MALEA BASE

MESSAGE INCOMING FROM ZIO MATRIX:

DISORDER UNITS HAVE BEEN DETECTED IN THE NEWLY DEVELOPED MALEA BASE, LOCATED IN THE BARRELD DESERT. WE ARE UNABLE TO FIGURE OUT WHERE THEY ARE COMING FROM.

DISORDER UNITS AREN'T THAT POWERFUL, BUT CAN POSE A PROBLEM WHEN GROUPED. FINESSE IS THE KEY HERE, AS THE BASE MUST REMAIN INTACT. WE'LL REQUIRE A SMALL, MANEUVERABLE UNIT.

IT HAS BEEN DECIDED THAT A RAVEN WILL BEST SERVE OUR PURPOSE. YOUR MISSION IS THE DESTRUCTION OF ALL DISORDER UNITS.

REMEMBER, THIS OPERATION AND THE EXISTENCE OF THE BASE ARE BOTH TOP-SECRET. BE CAREFUL.

MISSION DATA

Operation Name: **Useful Bird**
Client: **Zio Matrix**
Opponent: **Disorder**
Place: **Malea Base**
Weather: **Fair**
Mission Start Time: **17:45**
Estimated Success Rate: **76%**
Payment: **38,000 credits**
Corporate Points: **+4 Zio Matrix Points**
Penalties:

- 500 per crane destroyed (there are two)
- 1,000 per piece lifter unit destroyed (there are four)
- 100 per container destroyed (there are 16)
- 3,000 per radar dish destroyed (there are two)
- 1,500 per energy fuel tank destroyed (there are nine)

MISSION OBJECTIVES

- Scan available topography for signs of cover
- Target and destroy all waves of enemy Disorder forces
- Protect the base's nine fuel supply containers and machinery
- Continue to destroy 50 Disorder units

Mission Strategy

On arrival, take immediate cover and survey your surroundings. Disorder forces are teleporting into six areas—the base's northwest corner (behind you and to your left); near the machinery in the southwest (to your right); behind the northern perimeter wall; near the southern entrance; and in the base's southeastern and northeastern corners.

Keep a careful watch on Disorder units in the northeast and southwest: they are the most likely to destroy the walkers, barrels, and fuel containers as they attempt to locate and destroy you. You will be debited 2000 credits for each fuel container alone, so it is imperative you keep these two corners of the base free from Disorder destruction.

The group of four slim fuel containers on the northern wall will take most of your defensive time, followed by the two containers adjacent to the southwestern cargo area. Another canister lies near the western wall and two more on the eastern side of the southern entrance. Disorder units sometimes hit these while trying to damage you, so watch where you fly. The greater the concentration of Disorder units, the greater the risk of base damage.

Fire only when you have a lock-on (you can destroy the base just as easily), strafe and turn constantly to avoid Disorder fire, and gun down the enemy until you have dispatched all 50.

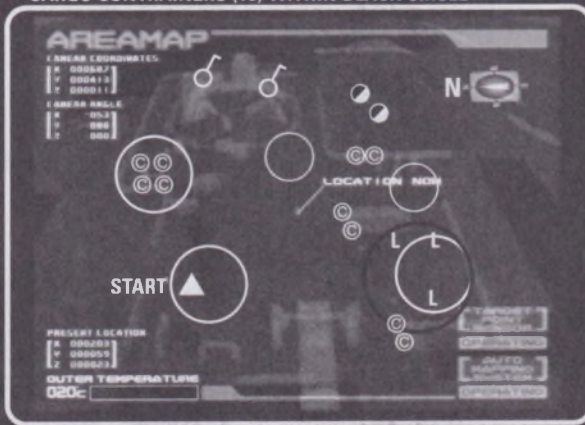


To avoid costly ammunition expenditure, this AC is equipped with a ZWG-MG/ENE machine gun, a ZWC-LQ/2552 laser cannon, an EWC-XP0808 pulse cannon, and a laser blade. With these four weapons, you are unlikely to run out of ammunition.



Disorder units may be destroying valuable base resources, but you can minimize your armor expenditure by hiding behind a building or within the largest structure, targeting from behind cover and stepping out to fire.

CIRCLES REPRESENT AREAS WHERE DISORDER TELEPORT IN FROM
 ◎ FUEL CONTAINERS ○ RADAR ♂ CRANE L LIFTER
 CARGO CONTAINERS (16) WITHIN BLACK CIRCLE



The low ground in the northwestern corner can pose a problem if you are attacking Disorder units from higher ground, as some weapons hit the raised ground in the center of the base. Jet up or aim carefully!



Most combat takes place here. Remember—it takes only one stray Disorder (or AC) bullet to ignite a fuel container! You must not hit an enemy located behind the four-legged fuel refinery. Move and strike from close range.



You can hide and conserve energy (while the base is damaged), or strafe in the open and dodge a multitude of bullets. Keep moving, always have an enemy in your sights, and watch your energy level.



A number of Disorder units materialize on the far side of the northern wall and attempt to enter by constantly walking into and firing at the wall. Destroy these hapless units after the area is otherwise secure.

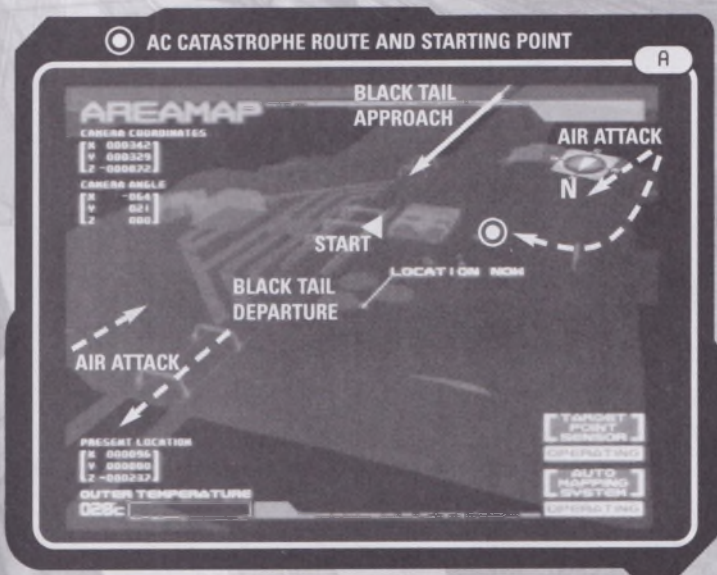
Mission Strategy

Seven opponents are available in the Schiaparelli combat zone for this sortie. Six are aircraft units armed with dual missiles and bombs. One, however, is a mercenary AC code-named "Catastrophe"—a Raven like you, and your toughest foe so far.

Commence the terminal sweep by choosing a weapon such as the ZAW-XP/T9 plasma cannon, with an EWC-XP0808 pulse cannon as backup. Before the radar picks up the echo, check the northeastern and/or southwestern horizons; a platoon of three airborne units has been launched to intercept. Hug the wall of the building marked "E1, E2, E3," pick a platoon to destroy (the planes spotted in the southwestern quadrant: they have farther to fly to inflict damage), and aim manually.

A steady hand can destroy two aircraft at a time with one plasma cannon burst. Try to manually destroy two aircraft at extreme range, and dispatch the other with the lock-on. Then, as the other three aircraft pass overhead, gun them down from behind.

A speedy takedown is crucial: Emeraude has hired one Raven to ensure the train's cargo is stolen! Prior to visual contact with Catastrophe, park your AC on the roof of the E3 building facing west; from there, plasma-cannon the core out of his AC before he can even move. When the train arrives, decide whether to turn traitor to Balena, and then wait for the train to depart.



ESCORT TRAIN

MESSAGE INCOMING FROM BALENA:

>>WE'VE LEARNED THAT EMERAUDE IS PLANNING AN ATTACK ON OUR TRANSPORT TRAIN, BLACK TAIL.

BLACK TAIL IS TRANSPORTING NEWLY DEVELOPED AC PARTS AND WILL BE REFUELING AT THE SCHIAPARELLI TRAIN TERMINAL LOCATED IN THE GREEN DISTRICT.

THE TERMINAL IS UNDEFENDED, AND IT'S QUITE POSSIBLE THAT BLACK TAIL WILL BE ATTACKED WHILE REFUELING. SO, WE'VE DECIDED TO ENLIST THE HELP OF A RAVEN. PLEASE PROTECT THE TRAIN.

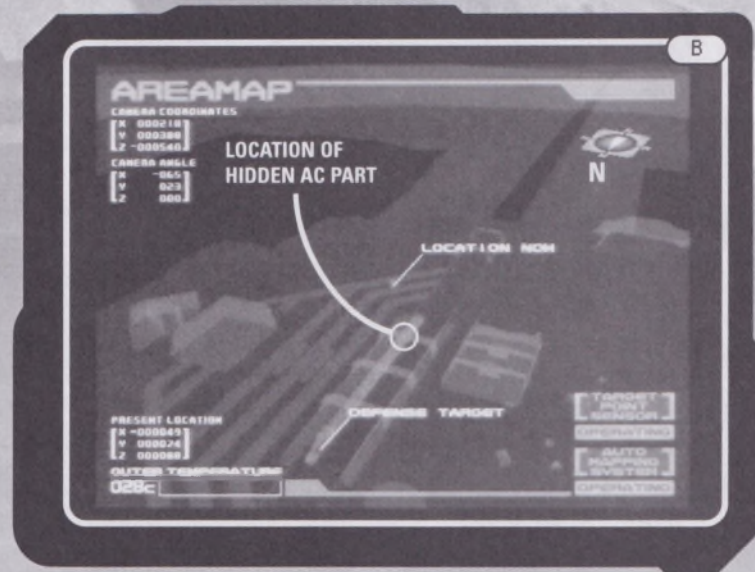
BE SURE TO GIVE TOP PRIORITY TO GUARDING THE TRAIN'S ENGINE. YOU SHOULD PROTECT THE TRAIN UNTIL IT REACHES A MINIMUM SAFE DISTANCE. PLEASE RAVEN, DO NOT FAIL US.<<

MISSION DATA

Operation Name: **Time Keeper**
Client: **Balena**
Opponent: **Emeraude**
Place: **Schiaparelli Train Terminal**
Weather: **Fair**
Mission Start Time: **14:00**
Estimated Success Rate: **59%**
Payment: **45,000 credits**
Corporate Points: **+3 Balena Points**
Penalties:
❑ 5,000 if Black Tail train engine destroyed
❑ 1,000 per Black Tail cargo carriage destroyed (there are seven)

MISSION OBJECTIVES

- ❑ Locate and destroy six air units; Emeraude must not bomb the station
- ❑ Warning! Combat with AC unit "Catastrophe" imminent!
- ❑ Optional: Secure Hidden AC Part Extension BEX-BB2210 back booster
- ❑ Complete the mission with minimal damage to Schiaparelli Terminal and cargo
- ❑ Escort the train to safety



ESCORT TRAIN



Take careful aim at incoming aircraft and fire a test shot to gauge your trajectory. Adjust, and then fire away. With equal amounts of luck and skill, you should polish off the trio of planes before they can strike you. Strafe to dodge the missiles.



The "E1, E2, E3" building provides a key position on this level. Back up against the wall for protection from aircraft that attack from behind as you destroy the air units in front of you.



Make sure you destroy all aircraft prior to visual contact with the enemy Raven AC, as the "Black Tail" and your machine take extra damage when facing attacks from both ground and air. As Catastrophe approaches, sit atop the "E" building.

Warning! Enemy AC Unit Approaching!

Armored Core Raven Unit "Catastrophe"



Catastrophe brings terror from the skies. It comes armed with a powerful cannon, and is not afraid to use it. Depending on your position, this unit will destroy some terminal cargo before turning its attention to the Black Tail. Sit on the "E" building and destroy it before it has a chance to move.



If you fail, Catastrophe will take to the skies, jetting up and raining plasma fire on both you and the Black Tail, or will sit atop a terminal overpass and jet up and down, hammering the train. Attack from the side, and be quick about it!

ATTENTION! Hidden AC Part Available!



After you inflict catastrophic damage to the enemy Raven, race to the next-to-last cargo carriage on the "Black Tail". Inside is the second Hidden AC Part. Take this, and you fail the mission (and lose the corporate points). You may wish to leave the part and return after you complete all levels.



GUARD SECRET INFORMATION

Mission Strategy

Emeraude must recalculate the estimated success rate for this mission: no matter how quickly or thoroughly you complete this level, the appearance of a rogue band of Ravens ("Frighteners") prevents the rendezvous between you and the Emeraude Raven unit. Thankfully, Emeraude paid you prior to this excursion and you accumulate 4 corporate points. Despite a guaranteed mission failure, then, you still have much to gain.

This mission features the third Hidden AC Part (FCS DOX-ALM). Enter the first chamber. You may destroy the five malfunctioning MTs or dodge their bullets and go through the doorway on the opposite side. Combat should take place using the techniques developed in the MT Suppression: fire from the doorway.

Also watch for MTs lurking behind the room's support beams. Continue along the corridor and repeat the process. Keep moving: these MTs fire highly damaging shrapnel. This second room is used for storage and moving cargo, and the pincers plus cargo bracers (on the wall) can all be destroyed.

In a small adjoining chamber, you'll find a door to the left and another—locked—ahead. The left door leads to the third Hidden AC Part. Once you shoot and destroy the lock, the door ahead opens onto an elevator shaft with three more MTs. The door leads to a juggernaut docking zone and a trio of MTs. The last three MTs wait at the bottom of the elevator shaft. Of the three doors there, you may access only the easternmost. Dart through and prepare to find two Frighteners, the remains of a firefight, and a destroyed Emeraude AC. The Frighteners mock you before leaving the area. Mission over.

MESSAGE INCOMING FROM EMERAUDE:

>> HEAD OVER TO THE TALENT UNDERGROUND FACTORY. THEY'VE COME UNDER ATTACK BY LCC FORCES

THE FACILITY LOOKS LIKE AN MT FACTORY, BUT THIS IS ONLY CAMOUFLAGE. WITHIN ITS DEEPEST RECESSES IS AN INFORMATION TERMINAL, WHERE ALL OUR AC INFORMATION IS STORED.

LCC'S ATTACK SEEMS TO HAVE BEEN PROMPTED BY THE DISCOVERY OF THIS FACT. WE'VE ALSO LEARNED THAT BALENA AND LCC ARE CO-OPERATING. DESTROY ALL ENEMY FORCES NO MATTER THE COST.

LCC HAS BEEN QUIET UP UNTIL NOW, BUT IT SEEMS AS THOUGH THIS PERIOD OF CALM IS NOW OVER. WE MUST RESIST THEIR FORCES.

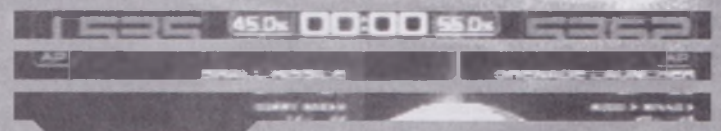
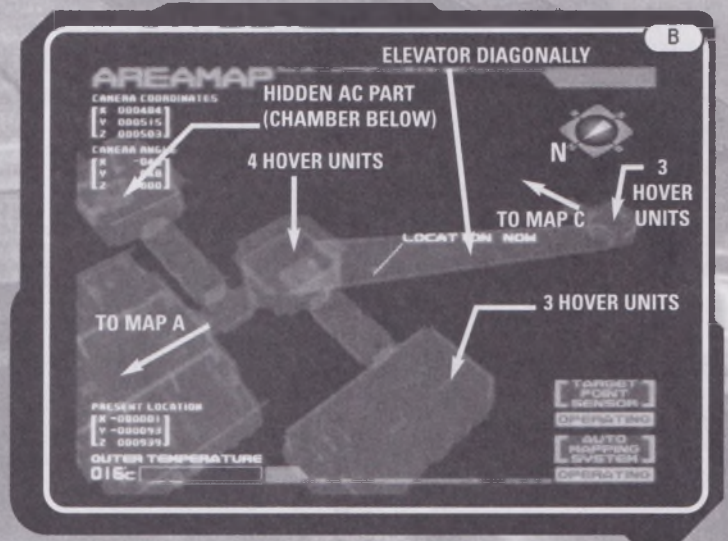
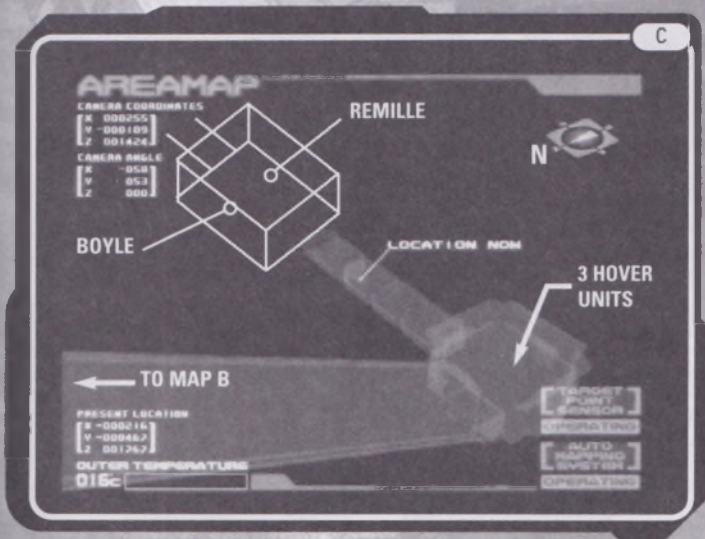
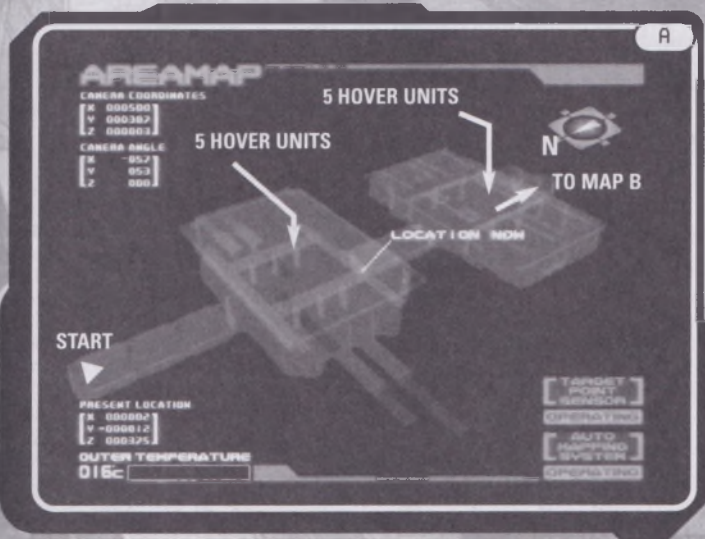
THE FACILITY IS BEING GUARDED BY ONE OF OUR RAVENS. WORK WITH HIM TO TAKE OUT THE LCC FORCES. WE WILL PAY YOU IN FULL PRIOR TO THE OPERATION. GOOD LUCK.<<

MISSION DATA

Operation Name: **Shadow Shadow**
Client: **Emeraude**
Opponent: **LCC**
Place: **Talent Underground Factory**
Weather: **Rain**
Mission Start Time: **21:45**
Estimated Success Rate: **72%**
Payment: **36,000 credits**
Corporate Points: **+4 Emeraude Points**

MISSION OBJECTIVES

- ☑ Locate and rendezvous with Emeraude Raven at information terminal
- ☑ Optional: Destroy 16 guard MT units
- ☑ Optional: Secure Hidden AC Part FCS DOX-ALM
- ☑ Optional: Do not destroy Emeraude transport or cargo equipment
- ☑ Warning! Raven AC unit "Boyle" discovered!
- ☑ Warning! Raven AC unit "Remille" discovered!



GUARD SECRET INFORMATION



Combat with the MTs is difficult; lock on, open a door, fire, and strafe. If you take the western door in the top elevator room, you enter the A5-17 Emeraude juggernaut unloading dock. You can destroy three MTs and six empty trucks.



You can take the cargo elevator to the lower level. Better: leap off the elevator and override-boost down the shaft. Aim to ram your AC head on the top of the elevator entrance. This stops you and provides cover from which to dispatch the remaining MTs.



Warning! Enemy AC Unit Approaching!

Armored Core Raven Unit Boyle



Initial contact with the Frightener unit Boyle produces this initial AC photofit. Boyle looks to be slow-moving (its legs and dual plasma cannon allow limited movement), and its head is an unknown AC part.

Warning! Enemy AC Unit Approaching!

Armored Core Raven Unit Remille



Initial contact with the Frightener unit Remille produced this initial AC photofit. This unit is fast, armed with a sniper rifle, and its back part is a stealth unit. Both Frighteners are working under orders of one Leos Klein.



ATTENTION! Hidden AC Part Available!



At the adjoining chamber with the first locked door, attempt to open the east door. You will need a head unit with a hacking function of four or more (such as ZHD-8008/S) to open this door. Once this door is open, head down a passage to a seemingly empty storage room. In front of you stand 19 gray containers and more to the sides. Check your map to notice a hidden chamber containing the FCS DOX-ALM under the 19 boxes.



Destroy the center box in front (by close combat or other means) to find a grating under it. Aim a projectile at the grating. It explodes, taking the other boxes with it. Drop down and collect the part.

Mission Strategy

The two ACs Emerald supplies for this bridge defensive initiative are not exactly cutting edge—indeed, they look left over from the age of the first terra-forming on Mars—but they provide admirable support, as does the plasma cannon emplacement on the south side of the bridge.

Advance to the middle of the bridge, but behind the ACs: they absorb the bulk of the enemy pounding, and their destruction does not diminish your reward. Also, the gun battery fires along the east and then west sides of the bridge road, and can damage you. Avoid it.

Stay on the bridge: flying and landing on the support struts to snipe only exposes you to enemy bombardment. You will encounter four ground MTs, then two more, and then two sets of four more (as the mist descends). Then two aircraft attack before another group of four ground forces. A final set of two ground units are the last you must destroy before you complete the mission.

Aim at the ground targets from extreme range and take out as many as you can before they swarm. Back up and let the two friendly ACs absorb the damage. Let no enemy units pass you; they will attempt to attack the gun emplacements, and if they succeed, your mission fails.

Sometimes the ground units malfunction and halt or stall after attacking. Similarly, the friendly ACs do not turn around and attack the enemy once they pass—another reason to stay back. As long as you do not jet out alone without backup or get surrounded, this is a considerably rewarding mission, in terms of both credits and AC parts.

GROUND-BASED ATTACK

MESSAGE INCOMING FROM EMERAUDE:

>>WE'VE LEARNED THAT LCC FORCES ARE PLANNING AN ATTACK AGAINST ZANGUCHI, ONE OF OUR SATELLITE CITIES, VIA THE TERRANA MOUNTAINS.

IN ORDER TO LAUNCH A GROUND-BASED ATTACK FROM THE TERRANA MOUNTAINS, THE LCC FORCES WILL HAVE TO CROSS THE BRIDGE SPANNING THE GREAT CHASM.

THE BRIDGE IS A GOOD PLACE TO SETUP OUR ATTACK, AS IT WILL FORCE THE ENEMY UNITS INTO A NARROW CORRIDOR...THE PROVERBIAL MEAT GRINDER IF YOU WILL.

WE NEED YOU TO ATTACK AND DESTROY ALL ENEMY FORCES ON THE BRIDGE. WE WILL PROVIDE TWO MTS OF OUR OWN AS SUPPORT.

THIS WILL BE OUR REPLY TO LCC'S OVERTURE. YOU MUST NOT FAIL.<<

MISSION DATA

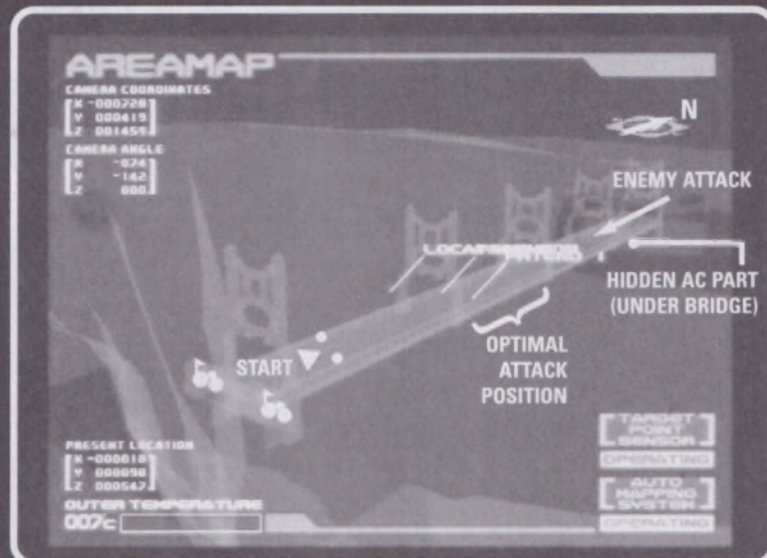
Operation Name: **Burglar Alarm**
Client: **Emeraude**
Opponent: **LCC**
Place: **Terrana Mountain Bridge**
Weather: **Misty**
Mission Start Time: **8:30**
Estimated Success Rate: **78%**
Payment: **48,000 credits**
Corporate Points: **+4 Emeraude Points**
Penalties: **10,000 if entire artillery bank is destroyed**

MISSION OBJECTIVES

- ▣ Advance across the Terrana Mountain Bridge with MT support
- ▣ Stay on or near the bridge at all times
- ▣ Suppress six grouped ground attacks (the total number of LCC ground forces is 20 units)
- ▣ Suppress one air bombardment after the fourth ground attack (the total number of LCC air forces is two units)
- ▣ Avoid friendly fire
- ▣ Optional: Complete this mission without damage to Emeraude ACs and bridge gun emplacements
- ▣ Optional: Secure Hidden AC Part Head EHD-GN-92



2 MACHINE GUN TURRETS (4 TOTAL) BAZOOKA / PLASMA TURRET
• STARTING POSITION OF FRIENDLY MT



GROUND-BASED ATTACK



LCC ground forces come in waves of four and two. In the mist, use either radar or their shadows to locate them prior to visual contact. Their weaponry is highly damaging, so take down this enemy from range. Let the friendly AC units soak up some of the attack.



To enable a concentrated attack by your two friends, try to destroy the two ground units on the left or right first, and then move to attack the other two, rather than aim for the two front units. The enemy is thus less spread out and easier to target.



The air support craft fly in close formation, so an area-effect weapon such as the plasma cannon can destroy both units with one burst. The aircraft approach from the north and must be taken out quickly, as ground units close in shortly after the aerial bombardment commences.



Plasma cannon support takes the form of two two-beam blasts. These are meant for the enemy and *not* your rear exhaust, so move to the middle when you are told to. Stay behind your AC friends and help mop up.



ATTENTION! Hidden AC Part Available!



Just after the first wave of attacks (so you leave your comrades with only two enemies to fight) and prior to the fog descending (so you can see where you are going), jet to the north end of the bridge. Use the exterior ledge to avoid being hit, and then boost under the bridge.



Make sure you have sufficient boost to scoot under the bridge's north support and onto the alcove. (Failure results in a plummet out of the area of operations.) Land on the alcove and secure the Hidden AC Part Head EHD-GN-92. Return quickly to combat.



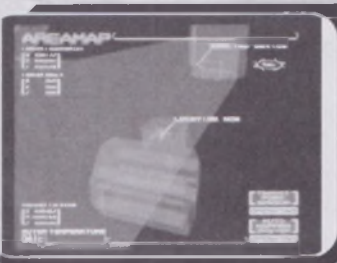
Mission Strategy

The Pax Water Generation Plant is a vital commodity for the LCC, so it is imperative you prevent it overheating with extreme haste. How hasty? The temperature starts at 35 degrees Celsius and heats one degree every 10 seconds. The plant will melt down once the temperature hits 70 degrees. Thus, you have less than six minutes to complete the mission.

The plant contains six deactivated cooling reactors. Reactivating them reduces the temperature by five degrees, effectively granting you 50 extra seconds. Two small rogue MTs guard each cooling device; their larger and more devastating brethren guard passages throughout the complex. Additionally, hidden underground storage rooms are filling slowly with lava. Watch your step as you move through the corridors, as the ground is unsafe. You must use precision vertical boosting to prevent a burning demise should you fall into one of these deathtraps.

Turning on the cooling devices and attacking the MTs (and Disorder units that appear deeper into the complex) are optional objectives. You can scoot through the entire level to the main reactor room in around a minute with your armor relatively unscathed, to face a new prototype Disorder unit.

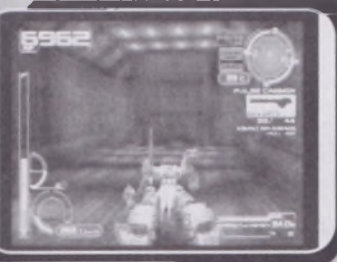
This entity is somewhat maneuverable, and attacks with deadly rapid-fire and close-assault force. After a fraught combat, your final (and only mandatory) objective is to shut down the control system, resulting in an immediate cooling of the complex. Shoot only the central control unit at the top of the structure: strafing the connecting pipes around the walls results in out-of-pocket expenses once the mission is complete.



Choose an AC with a head unit that has a Map Type function, such as the ZHD-MO/EGRET. Now when you enter the complex you can spot the cooling devices and control unit, and the entire level is mapped out as you progress.



You start in an entrance chamber running south. An octagonal room at the end houses four rogue MT units. You can attack them from the entrance (recommended) or in a strafing melee (master pilots only). Or avoid them completely by boosting to the southwest exit.



Head west to an intersection. To the north lies a sealed door. To the south a ventilation shaft runs downward diagonally: head there. Turn and face north before you drop to save time. (You must head north when you reach the next level.)



As you exit the chute, turn to face north. The passage ahead runs west-to-east. Choose a direction (which does not matter; this portion of the level wraps around) and move along the *sides* of the corridor (it holds two trapdoors)

SAVE WATER GENERATION PLANT

MESSAGE INCOMING FROM LCC:

>>IT'S BEEN 14 HOURS SINCE WE LAST RECEIVED A TRANSMISSION FROM THE PAX WATER-GENERATION PLANT AT FALNA CRATER.

SATELLITE IMAGERY SHOWS AN EXTREME TEMPERATURE RISE IN THE FACILITY. SOMEONE MUST BE MANIPULATING THE CONTROL SYSTEM IN ORDER TO CAUSE A REACTOR CORE MALFUNCTION.

IF THE TEMPERATURE EXCEEDS THE THRESHOLD, THE WATER-GENERATION PLANT WILL BE DESTROYED, HALTING THE SUPPLY OF WATER THROUGHOUT MARS AND DAMAGING OUR CORPORATE IMAGE.

HEAD TO THE FACILITY AND STOP THE TEMPERATURE INCREASE BY DESTROYING THE REACTOR CORE'S CONTROL DEVICE.

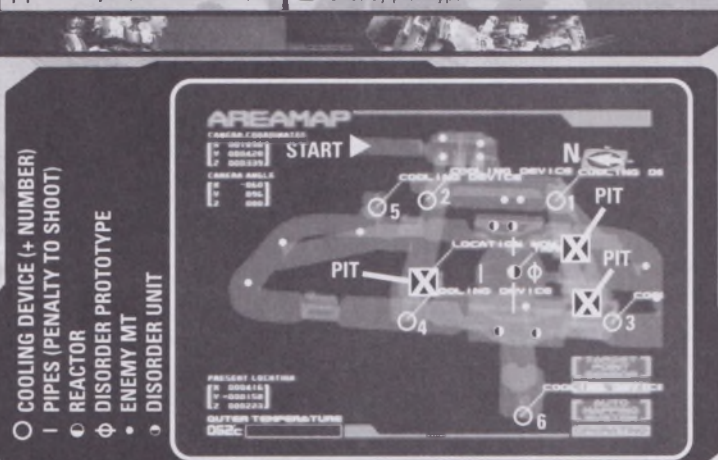
WE HAVE ALREADY DISCOVERED WHO IS BEHIND THIS PLOT. WE MUST FIND A WAY TO PUNISH THEM.<<

MISSION DATA

Operation Name: **First Aid**
Client: **LCC**
Opponent: **Unknown**
Place: **Pax Water Generation Plant**
Weather: **Cloudy**
Mission Start Time: **15:35**
Estimated Success Rate: **58%**
Payment: **52,000 credits**
Corporate Points: **0**
Penalties: **1,000 per connecting pipe destroyed (there are three)**

MISSION OBJECTIVES

- Optional: Locate and activate all six plant cooling devices
- Do not allow plant temperature to exceed 70 degrees Celsius
- Locate the Plant's main control device and destroy it
- Do not cause unnecessary damage to the plant's equipment
- Optional: Eliminate all 8 malfunctioning small MTs
- Optional: Eliminate all 12 malfunctioning large MTs
- Optional: Eliminate all 4 Disorder units
- Destroy prototype Disorder unit



When you encounter a dry passage, stay close to the walls. A pit is likely to open beneath you there as you run over it, dropping you into a small lava-filled chamber. Jet out vertically to avoid a burning demise.



Two small MTs guard a cooling device at the end of each of the four connecting passages in this part of the level. Usually they stand on the other side of the ramp to the device and fire at you rapidly. Jet slightly, or move around their cover and dispatch them.

SAVE WATER GENERATION PLANT



The cooling device room has two doors—the one behind you and an exit on the adjacent wall. Leave by this door after you switch the cooler on. Press **●** when you are near the cooler; an inadvertent laser blade swipe destroys it without activating it.



The two slanted passages where water collects house one (on the east side) or two (on the west) large MTs. They await you just outside the door. Either rush them with a close assault or lock on before the door opens and demolish them from a distance.



From the northern (east-west) passage, a corridor heads down and north. It has only one trapdoor to a lava chamber (on the west side). Head down the northern passage to the final sublevel, locking on to a large MT as you round the corner.



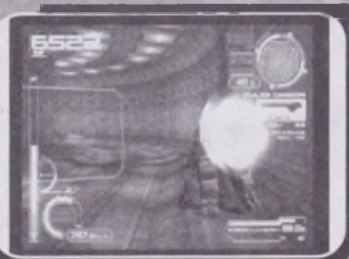
Watch for an ambush: two large MTs approach from east and west. Wait at the junction until one rounds the corner to face you; then attack. Next, defeat the second MT, and the remaining one, if necessary. Both paths lead to the temperature control system.



You may want to turn on the two cooling devices on this level. Move along the eastern passage as it curves right (south). On the left (east) wall, an alcove leads to an undefended cooler. Turn it on and continue south along the corridors until you encounter two Disorder units.



To reach the other cooler, either continue forward or backtrack west along the passage as it curves left (south). Move through two interlocking passages (one waterlogged) to reach a piped room with two Disorder units. Destroy them and check the western wall.



The quickest (and cheapest) way to complete this level is to jet through the plant, avoiding combat. You need to know the plant's layout, so follow the foregoing instructions. Neither turning on the cooling devices nor destroying enemies are vital to this mission's success. Reaching the control center is.



Keep following the passage to locate a corridor heading north, guarded by two large MTs. Two doors later, you are at the control room. Warning! An unknown Disorder unit has been detected! Dispatch it, and then aim high at the central tube. Do not destroy the pipes on the wall.

Warning! Unknown Disorder Unit Approaching!



This lithe, taloned monstrosity has a fast and fierce double-slash attack, a terribly damaging rapid-fire energy machine gun, and extreme speed. It likes to pepper you rapidly with bullets from the air, and then zip in to slash you. It may turn more quickly than your AC, as well.



It strafes slowly, however, and sometimes pauses against the central control center in midstrafe. Keep your distance, immediately backtrack, and keep to the other side of the control center. Aim with a fast, damaging back-unit weapon (such as the EWC-XP0808) for best results.



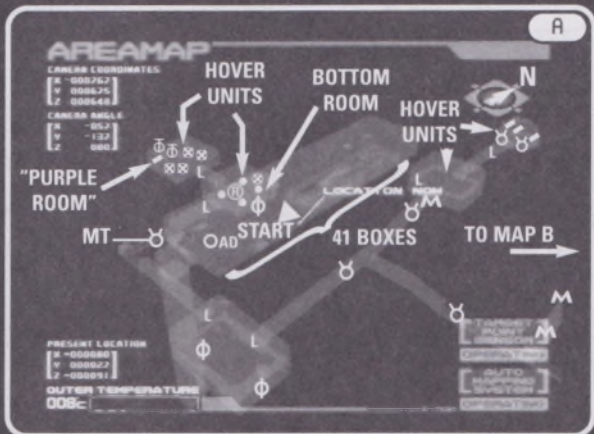
Mission Strategy

You will need a number of different and highly damaging weapons for this destructive excursion. Radar is not an option, as chemicals from containers you destroy later in the level knock out your radar. Instead, fit two weapons (such as a pulse cannon and a small missile launcher) on your back unit, and perhaps arm yourself with the EWG-FTG500 flamethrower for close assault and "unlocking" doors.

More vital still is a good laser blade: the ZLS/400/SL is recommended for its range, but any sword is usable. Choose quadruped legs; they set your AC lower in the ground and allow your laser blade to strike boxes, rather than charge over the tops.

As Emeraude stated in the briefing, you need not target carefully. In fact, a rampage through the level is the *best* course of action—with some careful maneuvering at times, of course. Destroy boxes in the docking room first (by laser

- OAD ASSAULT DOG (WHEN YOU RETURN TO THIS START POINT)
 ⬢ ELECTRIC PIPE • SILO (BOTTOM ROOM) - AKA TANK
 ⊗ CONTAMINANT FILTER II CULTIVATION TANK ✓ EXPLOSIVE BOX
 ⊗ CONTAMINANT FILTER II - TANK Ⓜ REACTOR
 ♂ MT Ⓜ BREAKABLE WALL L DOOR LOCK



Numerous crates lie scattered about the docking chamber (including some back in the northwest corner). Destroy as much of it as you want before summoning the elevator car. (You need not blow up every box, however; you may need some for cover at the mission end)



Activate the panel on the south wall. The elevator takes you down to the first waterlogged chamber; the exit lies to the north, so turn your AC around while you are in the lift. Combat the four hover units from the doorway. Do *not* enter the room.



Now destroy the two electrical brackets on the western and eastern walls. This halts the flow of electrical discharge into the room so you can move on the water without sustaining armor damage. Check both levels for boxes to destroy.



Although you can take either exit door, a more succinct way to complete the level involves eradicating the area beyond the topmost western door. It is bolted, so use three bullets or flame rounds to destroy the lock, and then continue along a corridor.

ASSAULT UNDERWATER BASE

MESSAGE INCOMING FROM EMERAUDE:

>>YOU ARE REQUESTED TO ATTACK LEEBLE UNDERWATER BASE, AN LCC FACILITY LOCATED IN THE IDONIA OCEAN.

THE OCEAN IS A PUBLIC RESOURCE AND THE BUILDING OF PRIVATE FACILITIES IS RESTRICTED. LCC IS CURRENTLY CONSTRUCTING A FACILITY THERE, UNDER THE GUISE OF A PUBLIC OPERATION.

THIS FACILITY'S TRUE PURPOSE IS UNKNOWN, BUT REPORTS ARE FILTERING IN OF CHEMICAL CONTAINERS BEING TRANSPORTED THERE. THIS CANNOT BE ALLOWED TO CONTINUE.

INFILTRATE THE UNDERWATER FACILITY AND DESTROY IT. TAKE OUT AS MUCH EQUIPMENT AS POSSIBLE IN ORDER TO CRIPPLE IT.

THERE'S NO NEED TO BE CONSIDERATE WITH LCC. DESTROY WHATEVER YOU WANT.<<

MISSION DATA

Operation Name: **Special Delivery**
 Client: **Emeraude**
 Opponent: **LCC**
 Place: **Leeble Underwater Base**
 Weather: **Fair Weather**
 Mission Start Time: **21:30**
 Estimated Success Rate: **54%**
 Payment: **57,000 credits**
 Corporate Points: **+3 Points**
 Bonuses:

- ⬢ 50 credits for destroying each explosive container
- ⬢ 200 credits for destroying the two explosive containers
- ⬢ 150 credits for destroying each reactor
- ⬢ 300 credits for destroying each tank
- ⬢ 1500 credits for destroying each cultivation tank

MISSION OBJECTIVES

- ⬢ Enter the Leeble underwater base
- ⬢ Destroy electrical generators to avoid discharge
- ⬢ Destroy all cargo containers, chemical containers, and all other destructible equipment
- ⬢ Optional: Eradicate 20 enemy MT hover units
- ⬢ Optional: Eradicate seven enemy MT ground units
- ⬢ Return to mission starting position when instructed
- ⬢ Warning! Raven AC unit "Assault Dog" discovered!

blade, to avoid wasting ammunition) before you descend into the rest of the level.

Use sensors in your missile launcher to target MT hover units before you open the door; you'll need as much armor as possible later in the mission. Stay at the room entrance and destroy the electrical power units on the wall to avoid frying your unit.

The remainder of the level is simply a matter of destroying boxes, refinery silos, regular tanks, and cultivation tanks (and retreating when instructed), and taking down slow-moving land-based MTs, or fast flying ones. Remember, rooms with ground water may be electrically charged. Also consider that bonus points are awarded to pilots who destroy the largest amount of expensive base equipment rather than stacks of gray metallic boxes.

Once you are notified that you have demolished enough equipment, return to your start point. But beware—a Frightener unit (code-named "Assault Dog") patrols the perimeter under instructions from Remille. You must face and fight this unit before the mission is complete!

ASSAULT UNDERWATER BASE



Unbreakable windows suddenly replace the corridor's gray walls, allowing you visual contact with the murky ocean floor—and an immediate lock on with an MT to the north. Destroy it with a pulse cannon or close-assault weapons.



Beyond the northern door, engage three hover MTs in ranged combat. Do not get your feet wet. After defeating the units, locate the electrical brackets on the eastern wall. Destroy them, and then wreak havoc on the large reactor and four surrounding filtration silos.



Exit west and open the door to the chemical cultivation room. Vast elongated containers (cultivation tanks) hang from the ceiling, as well as a pair of hover MTs. Destroy the five large and two small tanks for bonus cash, and then the crate in the southwest corner. Then leave quickly.



As the corrosive gas clears, jet back to the initial waterlogged chamber. Open the ground-level door. Lock on and fire a barrage of missiles as the door opens. The hapless ground MT will not know what hit it. Advance northward.



A second ground MT awaits you as the northern corridor ascends. Destroy it and choose either the eastern corridor branch or continue north. A piece of damaged wall dangles at the top of the northern corridor ramp. Run it through with your sword.



After "unlocking" the door behind the damaged wall, combat five more hover MTs. Again, you must destroy two electrical brackets before you touch the water in the room. If necessary, you may eradicate two crates from the northwest corner.



Continue north through two more damaged wall pieces and blow the lock of the door you locate. Three hover and two ground MTs wait beyond. Enter the dome to mop up the enemy. (Hide behind boxes and strafe if you wish.) Watch for splash damage (and bonus money) when you blow up the rusted boxes.



Nell informs you that particles in the containers have knocked out your radar. No matter. Head south to the branching corridor. Go east, take out another ground MT, and enter the corridor to the north. Tear down the walls and take out another box (worth 100 credits).



Now face the second MT in this area. Strafe around the glass corner with a lock-on for best results. (Watch those missiles at close range; they could miss.) Now barrel through the damaged wall and locate the door to the final room.



A similar room with four filtration silos awaits you. Take down the hover MTs and look for an electrical pipe hidden behind the central reactor. Jet to a silo or hop onto the reactor and destroy it, and then take out the pipe.

Warning! Enemy AC Unit Approaching!



After you inflict sufficient destruction, you are ordered to the surface. Before you leave, however, you must confront a rather surprised-looking Frightener unit code-named "Assault Dog." It is slow, but it packs a punch at close range.

Armored Core Raven Unit "Assault Dog"



Stay at range and execute a "dog pound," courtesy of your missiles, using crates as cover. Dodge the unit's bullet fire, but watch its laser blade attack. The unit flies, allowing more time to aim and fire. Once "Assault Dog" is neutered, Remille radios in to note, "You're pretty good. I'll remember you."

Mission Strategy

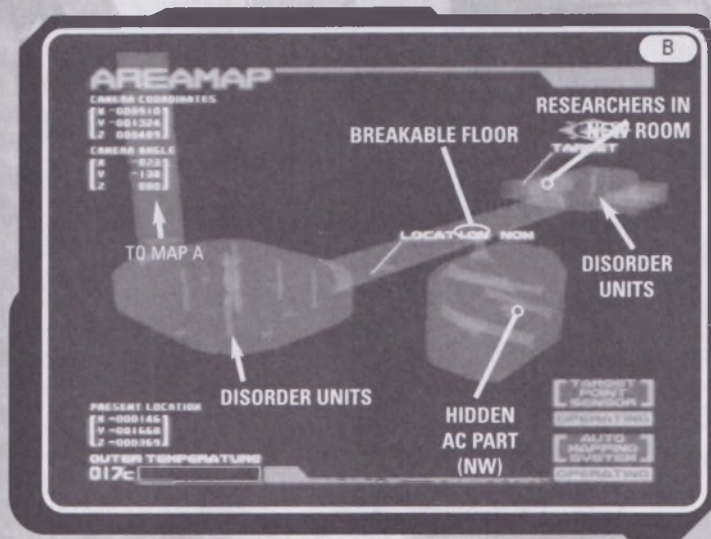
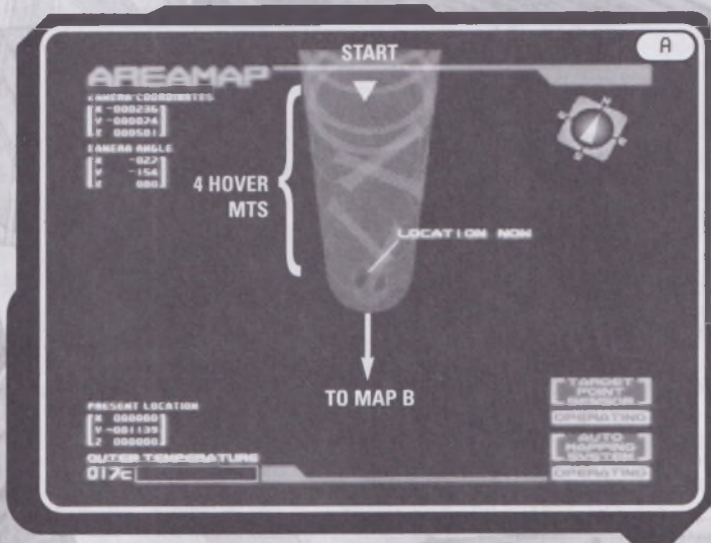
Mineral extracts are more important than human researchers. This becomes apparent as the scientists' screams echo in your ears at the end of the level's first three minutes. No matter; if Disorder units kill the researchers you still receive prompt payment.

You begin your drop, dodging sinuous mineral platforms. (You can use these as platforms if you wish to destroy the four Disorder airborne units that lurk in this shaft.) The large arena at the bottom is filled with Disorder units. More appear unless you destroy the cylindrical device at the center of the room. Killing them wastes valuable time, however. Enter the connecting corridor in the northeast.

Ride or override-boost along this corridor. Inspect the floor for an off-textured floor tile. This is a secret entrance to an underground cave that holds a powerful secret AC part. Is it worth the lives of a few researchers? You'd better believe it!

The final chamber houses another eight Disorder units and the researchers' pod (in the north east chamber. Reach this hiding spot within three minutes and the researchers can rest easy. Reach it after three minutes (when you hear the first blood-curdling scream, you know you're too late), and the researchers can rest in peace.

The quickest time for completing this mission is 56 seconds.



RESCUE RESEARCH TEAM

MESSAGE INCOMING FROM ZIO MATRIX:

>>ONE OF OUR TEAMS DISAPPEARED IN THE ALCA SPECIAL ENVIRONMENT ZONE WHILE CONDUCTING MINING RESEARCH. A POD LOADED WITH MINERALS IS ALSO MISSING.

A RESCUE MISSION SHOULD BE DISPATCHED IMMEDIATELY, BUT DISORDER UNITS ARE COMMON THROUGHOUT THE ZONE. OUR RESCUE FORCES WOULD NOT BE ABLE TO MAKE IT SAFELY.

WE'VE THEREFORE DECIDED TO ASK YOU TO RESCUE THE RESEARCH TEAM AND RECOVER THE POD. PLEASE DEPART IMMEDIATELY.

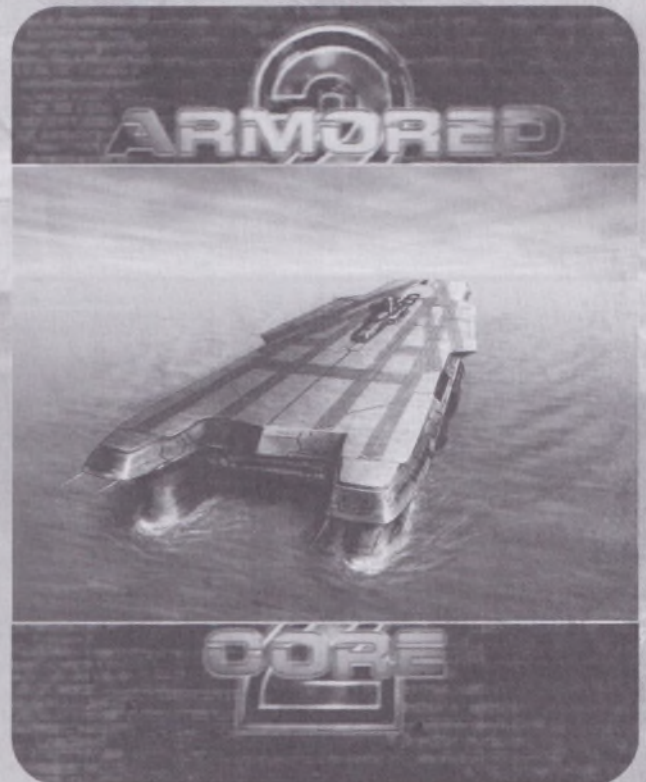
MAKE THE RECOVERY OF THE POD A TOP PRIORITY. THIS WILL BE THE MINIMUM REQUIREMENT FOR THIS MISSION. PLEASE USE EXTREME CAUTION.<<

MISSION DATA

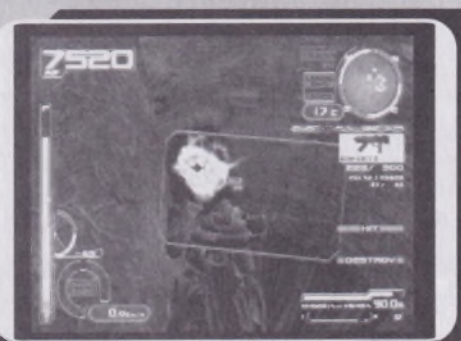
Operation Name: **Love Nest**
Client: **Zio Matrix**
Opponent: **Disorder**
Place: **Alca Special Environment Zone**
Weather: **Fair**
Mission Start Time: **20:20**
Estimated Success Rate: **43%**
Payment: **46,000 credits**
Corporate Points: **+2 Zio Matrix Points**

MISSION OBJECTIVES

- ▣ Descend into the Special Environmental Zone
- ▣ Locate the corridor adjoining the second large chamber
- ▣ Locate scientist mineral pod within the smaller chamber
- ▣ Optional: Rescue the research team within 3 minutes of mission start
- ▣ Optional: Eliminate 38 ground Disorder units
- ▣ Optional: Eliminate 4 air Disorder units
- ▣ Optional: Secure Hidden AC Part Laser Blade LS-MOONLIGHT



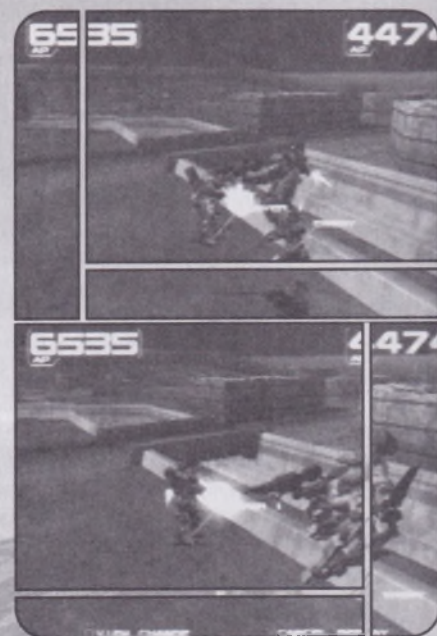
RESCUE RESEARCH TEAM



The final chamber has a number of smaller chambers behind closed doors. If your AC unit is equipped with a head part that shows map locations, the "target" is easy to spot. Otherwise, the researchers await you in the northwestern room.



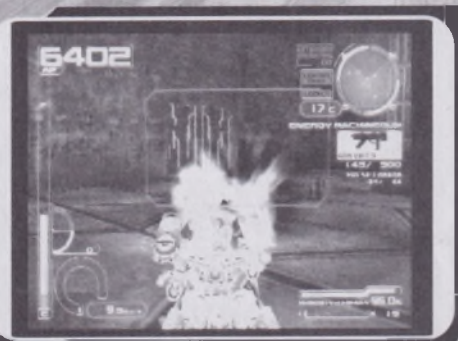
Although they receive no bonus points, adept pilots may wish to test their skills by destroying *all* the enemy units (38 ground and four air targets) and rescuing the researchers.



ATTENTION! Hidden AC Part Available!



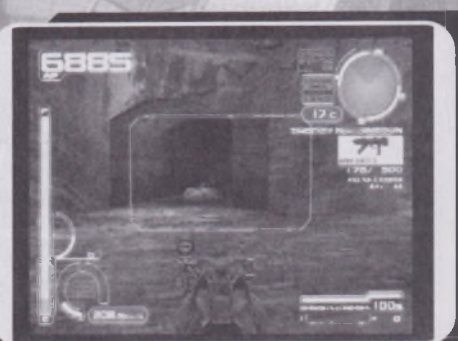
Descend the shaft. Locate and destroy four air Disorder units, if you wish. It takes skillful landing on the mineral structures or shaft sides and some deft aiming to destroy them all. After this, enjoy more Disorder combat.



Waves of Disorder units attack in the first chamber. You can destroy them (if you think you can manage this within the time allowed), or ignore them as you search for the northeastern passage. Or you can destroy the cylindrical device near the center of the room to stop them from spawning. Ride the platform or override-boost to the next chamber.



In the linking corridor where you ride the hover platform, hop off just before you reach the other door and check the floor for a differently textured floor tile. Destroy it and drop to the cave below.



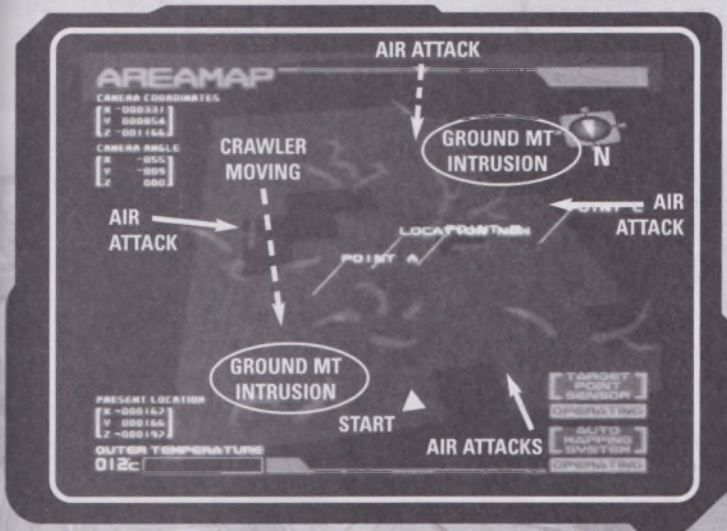
After you negotiate the crisscrossed mineral platforms, head to the northern part of the cave. Notice the small stone altar with the LS-MOONLIGHT laser blade. Take it, then ascend onto the platforms and up through the opening you entered through.

Mission Strategy

This is a unique mission, as the usual monetary rewards are unavailable. You can accrue a sizable take-down fee, however, depending on the number of air and ground units you destroy during the course of the mission.

Your attackers and the area of operations—the Arden River—will be familiar to you from earlier missions. The aircraft and ground MT units are the same types you destroyed in Level 9, when the laboratory was defended.

This time, however, your allies are Emeraude and, in concert with some hired help, you must attack the base's defense forces.



You drop in facing south. Head upstream (north) a short distance, but keep in contact with both fellow AC units. An immediate ground target to the south. Take it apart at once and remember that the petrified trees provide good cover.



Your fellow MTs can die without your support. They take valuable credits away by killing enemies, so you may want to move to an AC engaged in combat and take its kill for the money. Although you also can destroy your AC friends without penalty, you do so at the risk of being overwhelmed.



You may locate another pair of ground units in your area, depending on your position. Be wary of venturing too far upstream. Instead, wait for the plane that approaches from the south. This attack is followed by four more single plane attacks from the north, east, and west.



All subsequent waves of aircraft come in groups of four or five, either from the south or the north. When your radar spots these air units, target the leftmost plane, shoot it, and work on destroying the others as they close.

ARDEN RIVER INVASION

MESSAGE INCOMING FROM EMERAUDE:

>>WE'RE PLANNING AN ASSAULT ON THE ZIO MATRIX AC RESEARCH LAB, LOCATED ON THE ARDEN RIVER. WE'D LIKE YOU TO FEIGN AN ATTACK.

WE WANT YOU TO HEAD UPSTREAM AND DRAW THE ATTENTION OF ZIO MATRIX'S DEFENSE. WE'LL PROVIDE YOU WITH TWO NEW MTS, ALLOWING YOU TO MAKE SERIOUS TROUBLE FOR ZIO MATRIX.

ONCE YOU'VE DRAWN THE DEFENSE TEAM OUT AND THE LAB BECOMES VULNERABLE, WE'LL COMMENCE OUR ATTACK.

IN ORDER TO DESTROY LCC, WE MUST CRUSH ZIO AND INCORPORATE THEIR TECHNOLOGY WITH OURS. WE ARE GOING TO USE EVERY POSSIBLE MEANS TO ACCOMPLISH THIS. THAT IS ALL.<<

MISSION DATA

Operation Name: **Alarm Clock**
Client: **Emeraude**
Opponent: **Zio Matrix**
Place: **Arden River**
Weather: **Fair**
Mission Start Time: **23:50**
Estimated Success Rate: **57%**
Payment: **0 credits**
Corporate Points: **+4 Emeraude Points**
Bonuses:
+6,000 per MT destroyed
+5,000 for landing craft destruction
+2,000 per airborne enemy unit destroyed

MISSION OBJECTIVES

- ☑ Attack all defending forces in the Arden River area
- ☑ Optional: Support friendly MT units
- ☑ Attack and destroy as many airborne enemy units as you can (20 available)
- ☑ Attack and destroy as many enemy ground MT units as you can (15 available)
- ☑ Attack and destroy one enemy landing craft

You must remain in the southern area of the map, at least early on. Exploit the strengths and abilities of your two fellow AC units, backing them up when they fight and staying close to one or both (visually or at least in radar contact) to avoid being overwhelmed.

The enemy attacks from several directions, and at various times, so be prepared. Concern yourself with the platoons of air units moving over you while dropping bombs and bullets. Check their location on your radar, line up the first plane, and gun it down with pulse-cannon or machine-gun fire before moving to the next plane. Crack shots can destroy five incoming planes before they can pass overhead.

After the final platoon of air units attacks, when the area is still secure, you must leave the area of operations via helicopter. Then move to the northern map area and await the rendezvous. Finally, count your winnings. Skilled pilots can amass over 100,000 credits in enemy takedowns.



After the first or second group air attack, check your radar for a slow-moving ground target—an enemy crawler (usually on the eastern map edge) moving south to north. This enemy must not escape the map, so destroy it quickly.



Finally, two or three ground MTs attack, first in the northeast, and then in the southwest, before a final melee in the northern area again. These attacks are interspersed with air attacks. Use ranged weapons for the air units; you can destroy ground forces with close-combat weapons, should you run out of ammunition.

INFILTRATE RADAR BASE

MESSAGE INCOMING FROM BALENA:

>>AS PART OF A JOINT MISSION WITH LCC, WE WILL BE LAUNCHING AN ATTACK ON EMERAUDE'S ZAMDA BASE. OUR ASSIGNMENT IS THE NEUTRALIZATION OF THE BASE'S DEFENSIVE FORCES.

WE WANT YOU TO INFILTRATE THE BASE, WHICH HAPPENS TO BE EMERAUDE'S LARGEST, AND DESTROY A SPECIFIC TARGET.

YOUR TARGET IS THE FACILITY'S RADAR. WITH THIS OUT OF THE WAY, EMERAUDE WILL LOSE ITS "EYES," AT WHICH POINT LCC WILL COMMENCE THEIR ATTACK.

THE BASE IS WELL DEFENDED, SO A FRONTAL ASSAULT IS OUT OF THE QUESTION. INSTEAD, MAKE YOUR WAY THROUGH THE UNDERGROUND CAVERNS.

PLEASE DESTROY THE FACILITY ONCE YOU'VE MOVED ABOVE GROUND. YOU MUST SUCCEED.<<

MISSION DATA

Operation Name: Double Team
Client: Balena
Opponent: Emeraude
Place: Zamda Military Base
Weather: Cloudy
Mission Start Time: 13:35
Estimated Success Rate: 66%
Payment: 48,000 credits
Bonus: 1,000 credits for destroying two enemy supply vehicles
Corporate Points: +3 Balena Points

MISSION OBJECTIVES

Warning! Communications disabled while you are in the cavern system.

- ❑ Locate and breach Radar Base door
- ❑ Optional: Destroy 13 Guard MTs within the cavern system
- ❑ Move through the maintenance tunnels and secure the elevator
- ❑ Optional: Destroy four Guard MTs within the main maintenance tunnel system
- ❑ Optional: Destroy 12 Laser Cannons within the maintenance tunnel system
- ❑ Locate and destroy four small radar dishes
- ❑ Locate and destroy two large radar dishes
- ❑ Optional: Destroy four air units at the base entrance
- ❑ Optional: Destroy five turrets at the base entrance
- ❑ Optional: Destroy three Guard ACs at the base entrance
- ❑ Optional: Secure Hidden AC Part Booster ZBT-GEX/3000

Mission Strategy

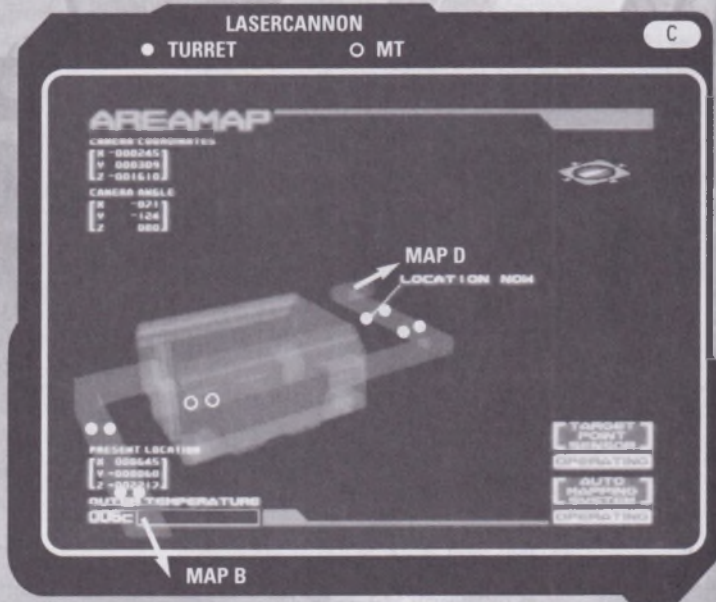
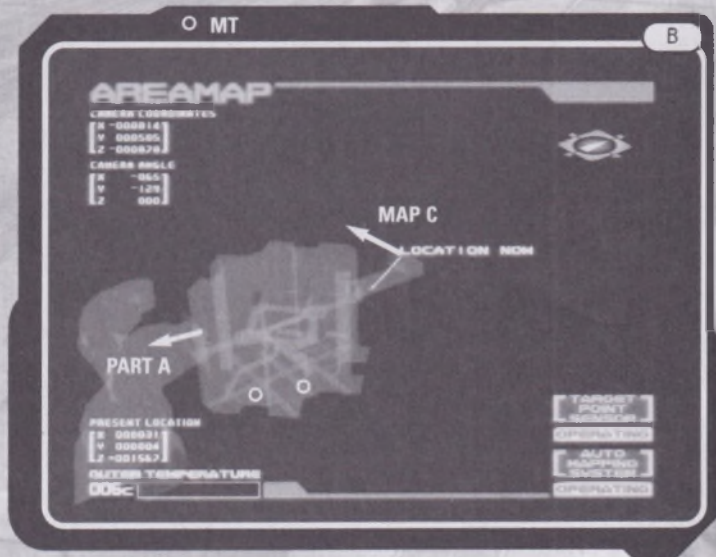
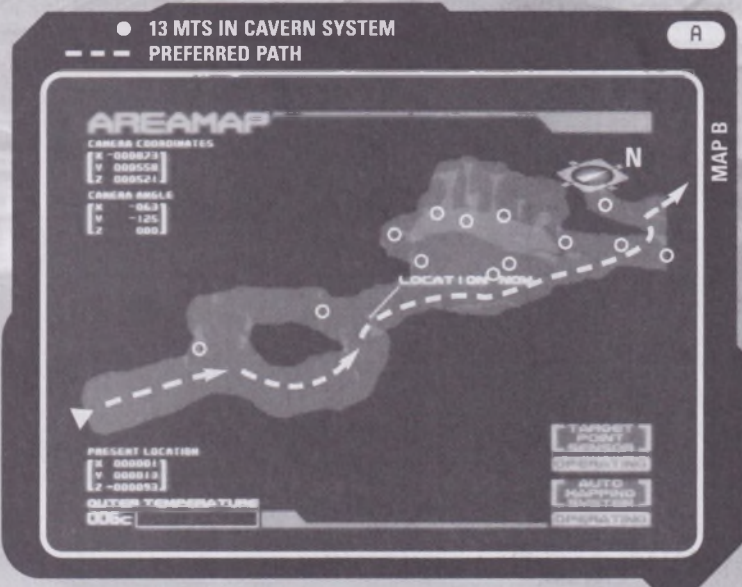
The maze of tunnels in the large cavern is a little intimidating at first, but as long as you move north (taking a right tunnel at every junction—head north-by-northwest), you should arrive at the base door within moments. Guard MTs lurk everywhere in the cavern, however.

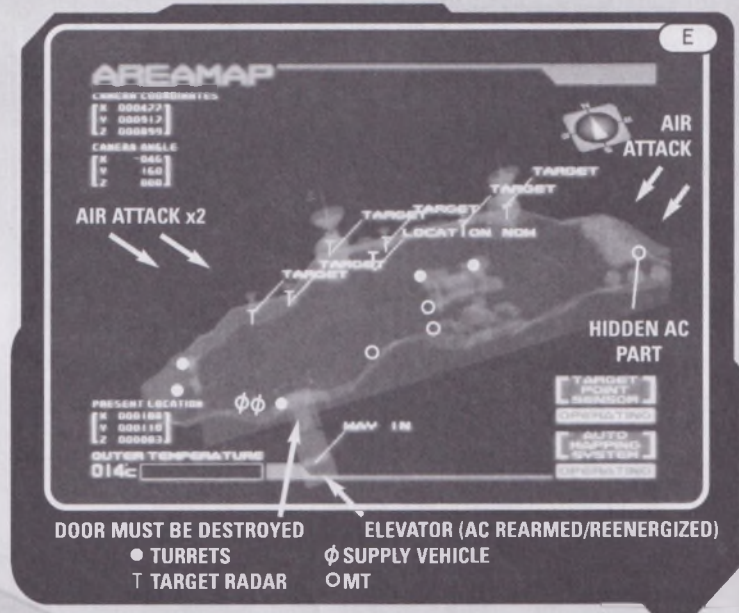
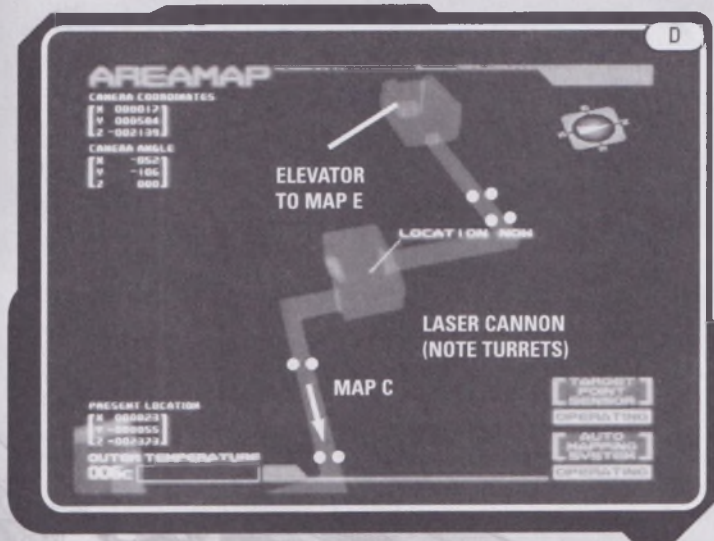
After the door is removed, jet forward and open the door at the other side. You may want to look (or jump) down and destroy two more Guard MTs. The choice is yours; the water is shallow.

In the maintenance shafts, simply follow them north, west at a turn, and then north again. Travel north, west, and north again in the second tunnel, pausing only to destroy cannon emplacements (and a couple of Guard MTs in the interlocking chamber) on the way.

Beyond the door with the yellow light (slightly west of the entrance to the subchamber), follow another corridor west, north, and west to reach the elevator room.

This is the entrance to the Zamda Base. You must destroy the door; it cannot be opened. Before you venture outside, check your map and note your six targets. Of course, you may want to claim the Hidden AC Part, as well as your bonus for destroying the two supply vehicles next to the exit (near the two turrets). Prepare for your most vicious firefight so far. Head east to the group of warehouse buildings, smash a door, and claim the part before you destroy the final radar dish.



INFILTRATE RADAR BASE

Some Guard MTs in the cavern are sluggish and have a shorter range of attack than your missiles. Destroy them if you wish. (Note that you cannot enter the skylight in one of the cavern chambers.)



The series of interlocking maintenance ducts is easy to navigate; no other routes exist through this area. Two MTs guard the first subchamber; destroy them from your vantage point before continuing.



Target the cannon emplacements to hit them easily. Use the corridor corners as cover. At the top of the elevator, check your Heads-Up Display: all armor, energy, and weapons have been replenished.



Wait at the door (which provides excellent cover) and aim at the dishes manually. If you decide to venture out, take down the turrets (and supply vehicles) on the west from the door; then jet across the courtyard to cover in the warehouses on the eastern side.

ATTENTION! Hidden AC Part Available!



Once all but one or two radar dishes are down, override-boost to the other side of the base entrance area to where six warehouses stand. Destroy the door to the warehouse in the southeastern corner (nearest the mist and the cliffside).



From there you can grab the Hidden AC Part Booster ZBT-GEX/3000 and take down three or four enemy aircraft from cover. After that, you may dispatch the two turrets on the main building, and finally (optionally) the Guard ACs prior to destroying the dish.

DESTROY RADAR BASE

MESSAGE INCOMING FROM LCC:

>>WE'VE JUST LEARNED THAT EMERAUDE HAS REGAINED CONTROL OF ZAMDA MILITARY BASE, WHICH WE CAPTURED IN COOPERATION WITH BALENA CORPORATION. THEY SEEM PREPARED TO FIGHT US FOR CONTROL.

WE'LL BE EXECUTING A COUNTER ATTACK ON ZAMDA BASE. WE NEED TO GATHER FORCES AND ERASE THE EMERAUDE FROM ZAMDA ONCE AND FOR ALL. WE ARE ASKING FOR YOUR PARTICIPATION IN THIS ASSAULT.

YOUR MISSION IS TO DESTROY THE FACILITY'S MAIN COMPUTER. DOING SO WILL DISABLE THE ENTIRE BASE AND GIVE EMERAUDE NO MEANS WITH WHICH TO CONTINUE THE BATTLE.

EVEN THOUGH THEIR FORCES ARE DEPLETED, THEY ARE STILL A FORMIDABLE OPPONENT. BE PREPARED FOR RESISTANCE.

THIS WILL BE THE FINAL MILITARY ASSAULT ON EMERAUDE. TOTAL ANNIHILATION IS OUR ONLY OPTION.<<

MISSION DATA

Operation Name: **Rush Hour**
Client: **LCC**
Opponent: **Emeraude**
Place: **Zamda Military base**
Weather: **Cloudy**
Mission Start Time: **14:10**
Estimated Success Rate: **56%**
Payment: **54,000 credits**
Corporate Points: **0**

MISSION OBJECTIVES

- ☐ Clear the entrance area of Emeraude forces
- ☐ Eradicate six ground MT units
- ☐ Eradicate six turrets mounted on the base entrance
- ☐ Optional: Secure Hidden AC Part Back Weapon EWM-S612
- ☐ Await the LCC supply ship
- ☐ Infiltrate Zamda Base and gain access to the main control room
- ☐ Optional: Destroy eight medium MTs in the base
- ☐ Optional: Destroy four large MTs in the base
- ☐ Optional: Destroy eight gun emplacements in the base
- ☐ Destroy the main computer terminal

Warning! Raven AC unit "Mass" discovered!

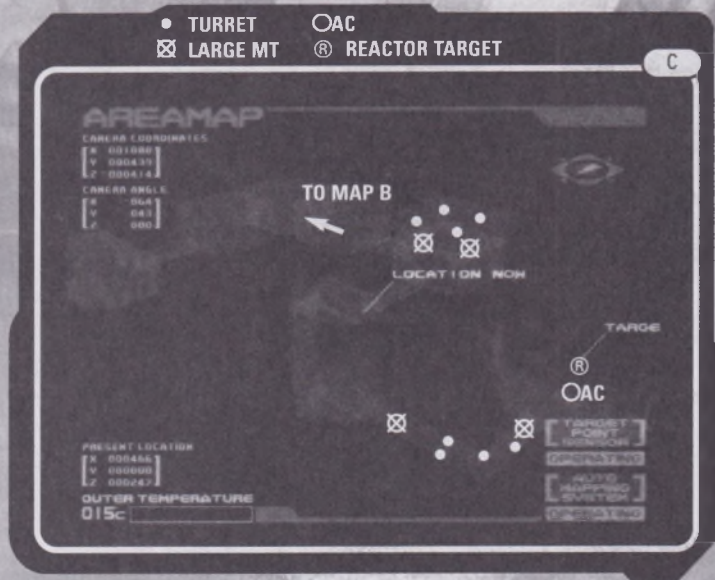
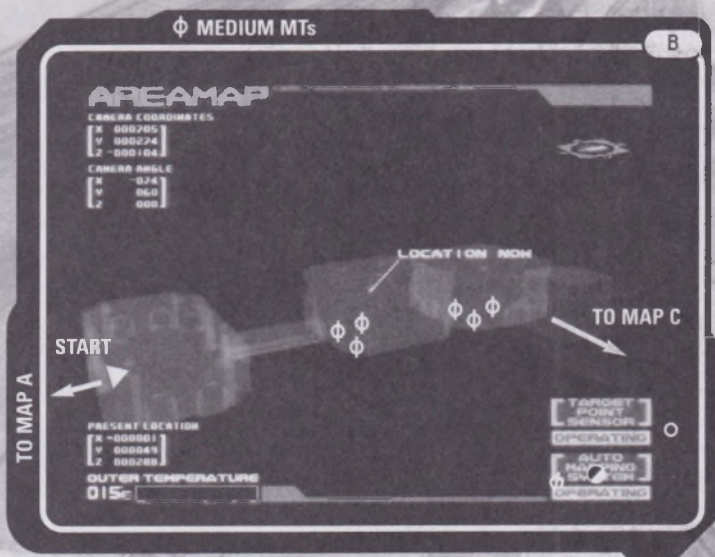
Mission Strategy

Upon dust-off, launch skyward immediately, side-jetting left (south). Back up a little and land near the warehouse where you appropriated the Hidden AC Part in the previous level. Destroy the door and peer inside. Another AC Part is available!

After you dispatch all the enemies, an LCC supply cruiser descends to refuel and arm your AC unit. Inside the base, head for the door and execute the four MTs guarding the room: lock on at the door, open it, and commence firing as you back away.

Enter the room and head south. The next room is empty and forces you to take the western door. Another four MTs guard the next room. Continue, and after passing through a small adjoining corridor prepare to combat two large MTs armed with laser blades for close assault. Back away and take them down from a distance. One MT may charge the door as you open it, so prepare for immediate ambush. You may destroy the four gun emplacements if you like; stay at the entrance door for cover.

Head north, and then turn east into an elevator. When it descends, spin around, exit, and prepare to encounter two more large MT units in an enclosed area. Remain at a distance. Finally, after destroying (or ignoring) the four guns, face "Mass" in combat and aim at the central computer.



DESTROY RADAR BASE

Take out the easternmost turrets from your location near the warehouses and concentrate on darting from cover, destroying the MTs, and moving back again before you are outgunned. The remaining time involves quick reflexes, combat, and hiding from the six medium MTs.



Use the trusty combat-from-entrance-door tactic in all your Zamda Base encounters. Enemies stand less chance of hitting you, and you can open the door just after they finish unloading—and after you have locked on—to gain more time to demolish them.



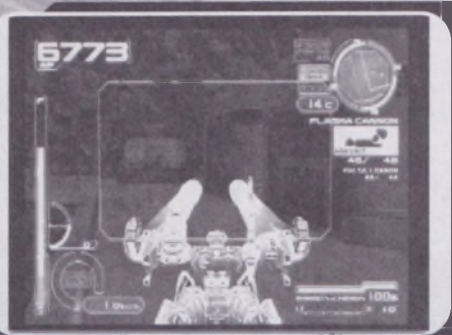
The two large MTs pose more of a problem. They attack a little more viciously, especially in close combat. Should the first MT charge you, the door can close behind, so watch for this ambush. After dealing with the MTs, lock on and attack the guns from the room entrance.



Once out of the elevator, watch the close nature of combat in this corridor and keep a safe distance. Warning: the third gun emplacement (at the corridor corner) is difficult to aim at with missiles or rockets. When the area is secure, move through to the central computer.

ATTENTION! Hidden AC Part Available!

ARMORED CORE



Back at the start of the level, a Hidden AC Part (Back Weapon EWM-S612) lies in the same warehouse storage building as the hidden part you acquired in the last mission. Take this before you engage Zamda Base's welcoming committee.



ATTENTION! Hidden AC Part Available!

Armored Core Raven Unit "Mass"



After delivering a rather plummy put-down, the AC unit known as "Mass" brings its big gun to bear. Simply strafe and pummel this slow-moving unit with machine-gun or plasma fire. It falls in seconds. Next, open fire on the huge central computer and keep firing until it explodes.



STOP THE SRBIA SURFACE WEAPON

MESSAGE INCOMING FROM BALENA:

>>IT SEEMS EMERAUDE STILL HAS ONE MORE TRICK UP THEIR SLEEVE. THE IMMENSE SURFACE WEAPON, SRBIA, HAS EMERGED FROM ZAMDA BASE AND IS ADVANCING THROUGH THE BARRELD DESERT.

OUR SATELLITE RELAYS ARE IN ITS PATH. IF THEY ARE DESTROYED, OUR INFORMATION DIVISION WILL BE CRIPPLED. WE MUST PREVENT THIS FROM HAPPENING, AT ALL COSTS.

WE NEED YOU TO STOP THE SRBIA. DESTROY ITS HEAVY WEAPONS AND STRIP IT OF OFFENSIVE POWER. WE'LL PROVIDE YOU WITH TWO MTS AS SUPPORT.

IF THIS MISSION SUCCEEDS, IT WOULD BE A GREAT WIND-FALL FOR US WITH LCC. WE'RE COUNTING ON YOU.<<

MISSION DATA

Operation Name: **Claw**
Client: **Balena**
Opponent: **Emeraude**
Place: **Barreld Desert**
Weather: **Fair**
Mission Start Time: **4:55**
Estimated Success Rate: **45%**
Payment: **74,000 credits**
Corporate Points: **+5 Balena Points**
Penalties:
☐ 5,000 per auxiliary relay dish destroyed
☐ 10,000 if main relay dish is destroyed

MISSION OBJECTIVES

- ☐ Intercept and disable the front SRBIA surface weapon
- ☐ Intercept and disable the back SRBIA surface weapon
- ☐ Destroy the double-barreled plasma cannon (two per SRBIA)
- ☐ Destroy the machine-gun turret (two per SRBIA)
- ☐ Destroy the missile batteries (two per SRBIA)
- ☐ Optional: Secure Hidden AC Part Right Arm Weapon KARASAWA Mk2

Mission Strategy

The accompanying AC units are honored to be working with you, and this is certainly the zone to show off your ranged-combat, missile-dodging, and support firing. Two mammoth surface weapons known as "SRBIAs" are trundling across the Barreld Desert. The foremost vehicle is set to reach the missile relay system in one-and-a-half minutes. Defend this system at all costs.

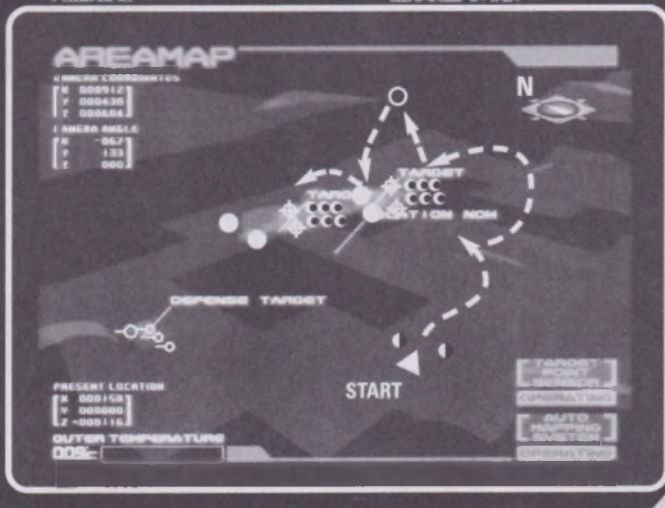
You may wish to start by choosing some relatively immense weapons for the job—the EAW-S604 arm missile launchers, for example, coupled with the Extension BEX-BRM-04 relation missile for up to 10 instant missile launches at once. (Of course, you will back this up with two Back Unit EWM-S612 missile launchers for spectacular overkill.) You may employ the INW-EM-RRD ECM maker if you have time. Alternatively, the EAW-DC10 dual launching grenade cannon can provide amusingly spectacular combat. Outfit your AC with the largest and most devastating array of weapons you can: you'll need them.

As the mission starts, strafe right to take out the first SRBIA's rightmost (southern) armaments; they bring these to bear on the relay station first. Scoot to the second SRBIA and demolish its southernmost armaments; then jet around behind to bombard the other side.

Then finish the job, rampaging down the other side of the two SRBIAs.

- BIG RADAR
- SMALL RADAR
- FRIENDLY MT

- SRBIA - PULSE CANNON
- ◆ MACHINE GUN
- MISSILE BANK



The two SRBIA surface weapons slowly head west, and you must stop their missile batteries quickly, before they are employed on the radar station—and you. Launch a barrage at the batteries and do not rest until they are destroyed. Then hit the plasma cannon.



Now move onto the second SRBIA, again launching all available ordnance at the missile banks, and then taking out the plasma cannon, before finishing with the machine gun. Move around behind the behemoth, secure the Hidden AC Part, and continue the battle.



Missiles can be effective, but targeting is a problem because they tend to lock on to gun emplacements on the other side of the SRBIAs. To prevent this, keep only the target you want to destroy in your field of vision—by deft piloting or firing with a single instead of a multiple lock-on.



Stay behind the SRBIA vehicles at all times. Their plasma cannons take more than six rockets to take out, and they are fully functional; if you move in front of these beasts, you will receive a highly damaging blast.



Another way to prevent missiles from locking onto targets they cannot hit, and a great way to conserve armor points, is to ride atop one SRBIA, hanging onto an edge, as you fire at the other. Try this for an unobstructed trajectory. The plasma cannons are easy to take out.



After you destroy the missile battery on the rear SRBIA, quickly head to the hills on the level's southeastern side to procure one of the most devastating weapons you can fit onto a mech. It is imperative that you find this gun, but return to combat as soon as you can.

ATTENTION! Hidden AC Part Available!

Mission Strategy

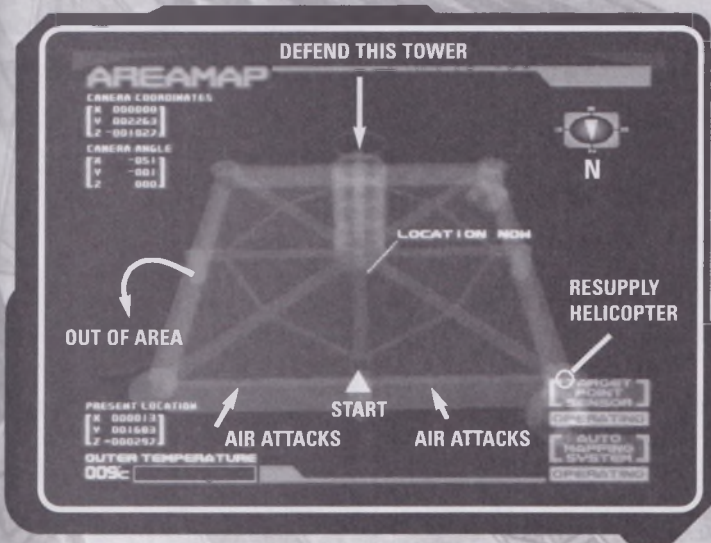
The rooftop expanse of the Zio Matrix Mars headquarters provides not only a stunning panorama of the nearby central city, but also serves as an excellent testing spot to try out air-strafting, missile-dodging, and recently acquired AC parts.

Prior to the mission, choose an exceptional radar device (such as the BRS-B-OSPREY), with perhaps a rocket launcher, and a machine gun (or laser rifle) for the heavy ordnance. The enemy aircraft's snaking attack pattern renders slower-firing weapons, such as grenade, rifles less effective.

Once the mission is underway, you may rearm your AC at any time by docking with the Zio Matrix corporate helicopter, located on the northwest launch pad. Press **●** to dock—at close range, if you use a laser blade!

Enemy aircraft bombard the building with missiles from all directions. Use the central building tower as cover and aim at an attacking plane. After two shots (one to aim and the other to hit it accurately), you can destroy an aircraft easily; their missiles are slow and easy to dodge. Next, locate the plane that just passed overhead, and attack it from behind.

When all planes are down, a familiar voice crackles over the radio—Boyle is back! He has sent two AC goons to destroy you. Circle-straft them and complete the mission.



The aircraft's missiles may be damaging the tower, but you can avoid them easily. Jet up just as the missiles are about to strike, or jet out of the way. But don't use your Override Boost: jetting out of the area of operations is not only frowned upon—it is an embarrassment!



If you must explore the level, note that you can move off the roof and onto the helipads' base. From there, you can drop to the supporting girders. Movement is tricky and you risk a fall, but this is a way to destroy aircraft—and the two ACs—with vertical missiles.

GUARD HQ ROOFTOP

MESSAGE INCOMING FROM ZIO MATRIX:

>>EMERGENCY SITUATION. WE HAVE VERIFIED THAT AN LCC ATTACK TEAM IS INVADING ZIO, OUR CORPORATION'S CENTRAL CITY. THEIR AIM MAY BE TO SUBDUDE OUR HEADQUARTERS ON MARS.

WE'VE LINED UP DEFENSES TO THWART ANY GROUND OR SEA BASED FORCES. BUT WE REQUIRE THE SERVICES OF A RAVEN TO WARD OFF AERIAL ATTACKS.

STAND BY ON THE ROOF OF THE BUILDING AND ATTACK ENEMY FORCES AS YOU ENCOUNTER THEM. WE'VE READIED A RE-SUPPLY HELICOPTER, SO USE IT TO YOUR ADVANTAGE.

THE LCC MUST BE STOPPED AT ALL COSTS.<<

MISSION DATA

Operation Name: **Grilled Chicken**
Client: **Zio Matrix**
Opponent: **LCC**
Place: **Zio Matrix's Mars Headquarters**
Weather: **Fair**
Mission Start Time: **22:50**
Estimated Success Rate: **51%**
Payment: **54,000 credits**
Corporate Points: **+3 Zio Matrix Points**

MISSION OBJECTIVES

- ☑ Locate and destroy all 12 air units. Protect the headquarters!
- ☑ Locate and destroy two AC units.
- ☑ Warning! Voice Recognition System activated: Raven unit "Boyle" in radio contact!
- ☑ Optional: Dock and restock AC weapons utilizing Zio Matrix helicopter.



The best time to rearm is when only one plane remains, between the two attack waves, or after you have destroyed the second platoon of six planes and are waiting for the ACs to attack. You can demolish the chopper without penalty.



The planes attack in wide arcs, turning after they deliver their payload; thus, you cannot simply move 180 degrees and catch them from behind. Side attacks work well, and you may need an aiming calibration shot if you fire from a stationary position, followed up by a hit.



After dispatching the two sets of six aircraft, you contact a rogue AC: Boyle is back! A dropship high above the tower releases two lightly armored ACs. Stay at range and circle them, firing and destroying one at a time.



The ACs' bullets are easy to avoid by circular strafing, but watch their locations after they implement boosted jumps. Always watch for laser blades and fire when the AC stops or tries to change direction. Boyle, impressed with your performance, vows revenge. But not this time.

ATTACK RESEARCH TEAM

MESSAGE INCOMING FROM STRUNG:

>>I'M SEEKING PARTNERS FOR A MISSION I'VE ACCEPTED.

THE MISSION'S OBJECTIVE IS TO ATTACK ZIO'S RESEARCH TEAM STATIONED IN FALNA CRATER. IT APPEARS THAT THEY ARE INVESTIGATING A SPACESHIP THAT CRASHED THERE.

MAGNETIC STORMS ARE AT THEIR PEAK IN THE AREA. THESE STORMS WILL RENDER ALL ELECTRONIC EQUIPMENT, INCLUDING RADAR, USELESS. WE MUST LOCATE OUR ENEMIES VISUALLY.

THE ENEMIES ARE NUMEROUS, SO IT WILL BE A DIFFICULT FIGHT. I HOPE YOU ARE UP TO THE CHALLENGE.

I'VE PREPARED A SUBSTANTIAL REWARD, WHICH I WILL PAY YOU PRIOR TO THE MISSION. I'M WAITING FOR YOU.<<

MISSION DATA

Operation Name: **Night Flyer**
Client: **Strung**
Opponent: **Zio Matrix**
Place: **Falna Crater**
Weather: **Magnetic Storm**
Mission Start Time: **1:05**
Estimated Success Rate: **44%**
Payment: **65,000 credits**
Corporate Points: **0**

MISSION OBJECTIVES

- ▣ Locate Zio Matrix's 12 research team MTs and destroy them
- ▣ Warning! Raven AC unit "Holy Mother" discovered!
- ▣ Warning! Raven AC unit "Judas" discovered! Double-cross!

Mission Strategy

Don't believe everything Strung tells you: Not only will you not receive payment for this mission, but some radar parts *do* work during the magnetic storm, the enemies number only eight, and—most outrageous—Strung double-crosses you and attacks! Of course, he does so only *after* you've single-handedly taken out Zio Matrix's best research team!

As Judas watches from a safe distance, you must locate and destroy 12 Zio Matrix MTs. Try to destroy these before facing the Raven AC "Holy Mother." Locate units visually or on radar, courtesy of the BRS-B-OSPREY Back Unit. Other recommended equipment includes the Arm Unit R KARA-SAWA-MK2 and a pulse cannon. These fire relatively quickly, and are devastating at medium range.

Do not venture too far from the crashed spacecraft. You lose all your cover privileges if you do. Instead, immediately target the air units to the south. Move upslope, taking out two of them, and then run around the base of the spacecraft. Another unit waits to the east. Keep circling the spacecraft counterclockwise until you have destroyed all MT enemies.

Holy Mother is next. He attacks with a grenade rifle and follows this up with some minor skyward boosting and a quick laser strike from close range. After you destroy him, Judas backstabs you, launching an all-out offensive with missiles, grenade rifle, and a mocking air of superiority. Bring this minion of Klein down to size.

Warning! Enemy AC Unit Approaching!

Armored Core Raven Unit "Holy Mother"



The Zio Matrix team attacks from the ground and the air (air units have less armor, and can be destroyed first). All units are quick, but circling to attack is the easiest way to destroy them. If you stay still, they will cut you down in seconds.



Play the strafing game: with a fast quadruped AC you can "out strafe" (or move faster to the side than your foe) Holy Mother, easily dishing out laser-rifle (or machine-gun) damage. Holy Mother can take only four or five laser rifle rounds before it topples.

Warning! Enemy AC Unit Approaching!

Armored Core Raven Unit "Judas"



In league with Leos Klein, the AC Raven known as Judas attacks with single missiles from long range. At midrange, he switches to his grenade Rifle and spends most of his time in the skies, raining death from above. Defeat him here, and he does not initially appear in the Arena mode.



When Judas takes to the heavens, watch his shadow, or follow him on radar, and launch up yourself, or jet away and regroup. With minimal close assault and slow ground movement, out-strafe him and plug away with laser-rifle rounds as he slows or attempts to turn.

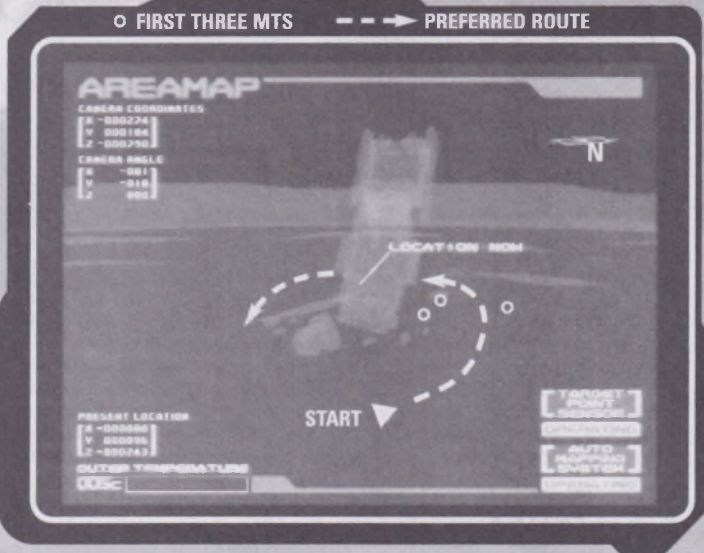


Notice the armaments for this AC unit—the BRS-B-OSPREY provides radar, the KARASAWA-MK2 (fired correctly, as the enemy strafes or changes direction), and the EWC-XP0808 pulse cannon for less expensive explosions.



Using missiles can be tricky. Those of a nonvertical trajectory may fire into the sand if you are below your enemy. Also, stay on the ground: the lack of cover presents problems, so no flying or perching on the spacecraft!

○ FIRST THREE MTs -- -- --> PREFERRED ROUTE



Mission Strategy

Amid blizzard conditions, the Zio Matrix M-Class dropship deposits you in a field of arctic tundra. You have one overriding concern—to locate and destroy sensitive documents. As you land, it becomes clear (if your AC bears a Head unit that supports Area and Place Name information) that eight cargo boxes lie scattered about the zone of operations.

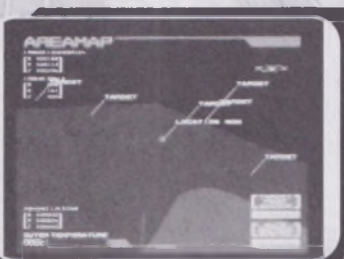
Pieces of the transport plane litter the edge of a ravine and three more cargo boxes (and a hidden AC part) lie in the snowy depths of this crevasse. Two minutes into the mission, Nell relays an urgent message: Frightener units are descending on your location! You must combat their forces and destroy any remaining cargo boxes immediately!

Any number of routes will work for locating and destroying the cargo crates; these instructions represent only one possibility. Moving across the tundra as described (in conjunction with constant in-game map confirmation of the targets) allows you to destroy all containers (and pick up the hidden AC part) moments before the Frighteners strike.

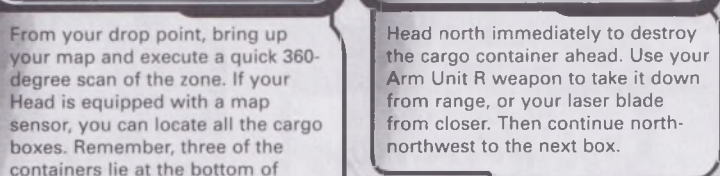
Then the air becomes a buzz of electrical discharge and smoke from launched missiles, courtesy of three ground MT units and three more air units attacking your location. Another three ground and air MTs approach on an intercept course as backup.

Attack the first set of MTs (ground first, air second) before turning your attention to the second force. After you dispatch these two forces, three air-bomber units approach from the south. Accurate pulse-cannon shots can destroy each plane before it reaches you.

Then comes the final battle, as a Frightener dropship deposits an unknown AC unit into the fray. This AC has a devastating quad-rocket attack, so it is vital to close the range and engage it in combat at midrange. The KARASAWA-MK2 chosen for this melee can strip the Frightener down after around five hits.



From your drop point, bring up your map and execute a quick 360-degree scan of the zone. If your Head is equipped with a map sensor, you can locate all the cargo boxes. Remember, three of the containers lie at the bottom of the trench.



Head north immediately to destroy the cargo container ahead. Use your Arm Unit R weapon to take it down from range, or your laser blade from closer. Then continue north-northwest to the next box.



Note: All directions are given from the previous box's location. After you detonate the second box, turn southeast and move to destroy the third crate. (You may have seen it slightly to your right when you commenced this level.)



From there, head east to the rim of the crevasse, just above the fourth crate. You could aim manually and take out the box from the cliff edge, but this may take too long. Instead, drop down, slash the box, and head northeast. The largest piece of transport ship wreckage lies south of you.

DESTROY CONTAINERS

MESSAGE INCOMING FROM ZIO MATRIX:

>>ONE OF OUR TRANSPORT PLANES HAS CRASHED IN THE ARSIA MOUNTAINS. INITIALLY WE THOUGHT WEATHER WAS TO BLAME, BUT UPON REVIEW WE DETECTED A HEAT SOURCE CLOSE BY PRIOR TO THE CRASH.

BASED ON THIS INFORMATION, IT'S LIKELY THAT OUR TRANSPORT PLANE WAS ATTACKED BY ENEMY FORCES INTENT ON STEALING ITS CARGO.

THE PLANE IS CARRYING TOP-SECRET FILES. WE HEREBY REQUEST THAT YOU DESTROY THE CONTAINERS HOLDING THESE FILES. YOU'RE AUTHORIZED TO ELIMINATE ANY WHO ATTEMPT TO INTERFERE.

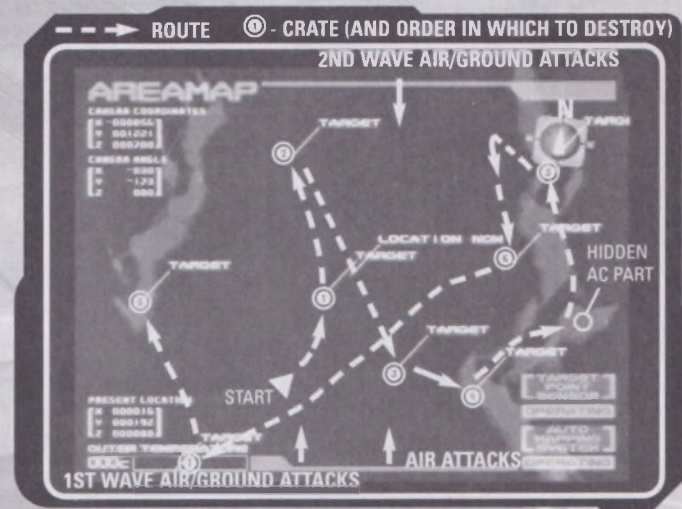
WE WILL PAY ALL OF YOUR FEES UP FRONT.
YOU MUST SUCCEED.<<

MISSION DATA

Operation Name: **Winter Guest**
Client: **Zio Matrix**
Opponent: **Unknown**
Place: **Arsia Mountains**
Weather: **Snowstorm**
Mission Start Time: **18:35**
Estimated Success Rate: **39%**
Payment: **57,000 credits**
Corporate Points: **+4 Zio Matrix Points**

MISSION OBJECTIVES

- ▣ Locate and destroy eight cargo crates from the downed transport plane
- ▣ Engage and destroy six Special Force Frighteners MT ground units
- ▣ Engage and destroy 15 Special Force Frighteners MT airborne units
- ▣ Optional: Secure Hidden AC Part Optional Part SP-BLS
- ▣ Warning! Frightener AC unit "UNKNOWN" discovered!



Moving northeast along the crevasse floor, you pass a smaller transport plane part embedded in an ice wall to your right—the location of the Hidden AC Part. Follow instructions and obtain it before continuing north to destroy box number five.



Turn west (or southwest) and jet vertically to the top of the crevasse. Land quickly and move south along the crevasse cliff edge to container six, which lies among the snow-covered wreckage of the transport plane.

DESTROY CONTAINERS



Turn southwest; you should have only two containers left to locate. Move southwest into the middle of the map and secure box number seven. The final box lies north-northwest of here, in a smaller ravine. You may wish to destroy this crate after combat



If your AC is armed with energy weapons, you may fight the Frighteners prior to destroying the last box (to conserve energy). The dropship you came in cannot land until the area is free of Frighteners. Engage the ground units immediately



The briefing said these would be Frightener units, but they look suspiciously like LCC forces. No matter—engage them immediately! Watch low-mounted weapons when attacking enemies uphill, and scoot left and right to avoid the ground MTs' rockets.



Circling these MTs is simplicity itself—if your AC is mobile enough. Attack the units one at a time; destroying one ground unit means fewer rockets to avoid! Attacking these MTs from the crevasse is not recommended: you are prone.



With the first three ground units out of the way (assuming you did not stray into the second wave of attackers), target the three slow-moving air bombers. You can mark them for death with one pass. A pulse cannon works well here.



A second wave of three ground and three air units appears north of the first fracas; approach them the same way. Midrange combat with the KARASAWA-MK2 (a hidden AC part from Level 21) is fully encouraged!



The final attackers approach from the south—three sets of three airborne units. Pick off each bomber manually from a distance and you can destroy them before they even reach you! After the third set of fighters crashes and burns, a dropship approaches from the south.

ATTENTION! Hidden AC Part Available!



Warning! Enemy AC Unit Approaching!

Armored Core Frighteners Raven Unit "UNKNOWN"



After destroying the first box in the ravine, turn north and locate the smaller of the two pieces of transport plane fuselage—the one embedded in the ice wall, *not* the larger piece with the open hatch. Explode the plane apart and take the Hidden AC Part SP-BLS within.



As the dropship flies overhead, do not attempt to target it: it is beyond range. Wait until it drops its cargo—an anonymous Raven unit working for Remille and Boyle! It announces its arrival with a quad (or splinter) missile launcher from the southeast.

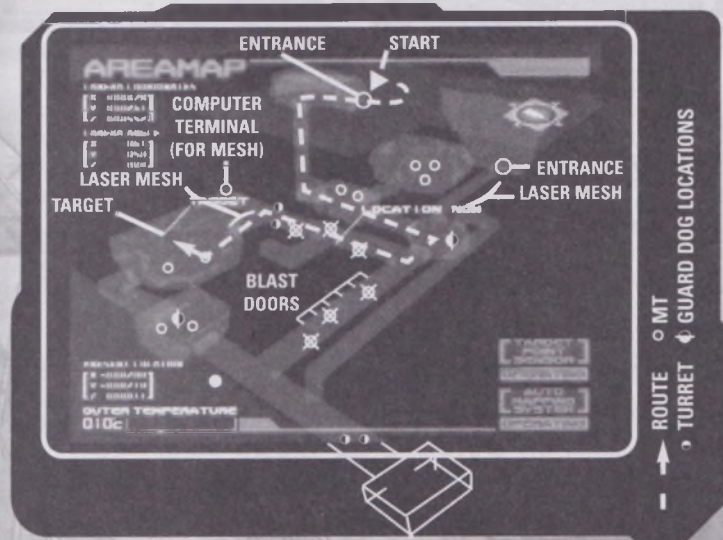


This Raven functions in this storm with minimal difficulty. At long range, it favors quad rockets, changing to rifle bullets at closer range. Depending on your AC equipment, it is recommended you close the gap and pound the Raven with midrange fire as you mirror its strafing.

Mission Strategy

This mission sounds complex initially (two objectives, two entrances), but you need only concern yourself with the more violent part of the plan—planting a bomb and leaving before the laboratory becomes a mushroom cloud on the Martian landscape. Zio Matrix will handle the retrieval of documents; remain in radio contact throughout the mission.

As you enter the level via dropship, you confront two entrances—the main elevator shaft to the southeast and an air duct in a small ravine to the southwest. Choose, and then head into the base. The mission walkthrough covers both routes, and each has its dangers. As you run through the air duct, you must avoid laser-guard mesh, which can damage your AC. Enter via the



Refer to this complete map of the level to locate secret and noncombative areas. Choose an AC head with a map sensor to view this in the game. Make your way to the target chamber as quickly as you can



If you enter the laboratory from near the ravine, you must take out an air duct. Inside, notice the three layers of highly damaging laser mesh. Override-boost through the mesh and blow out the ceiling tile to the room below. From there, head east. This is the faster way to the target.



Entering the base via the elevator is the easier option, but if you wish to complete the level without combat, this will not be your choice. Step onto the elevator and turn around as it descends. Exit to the north when you arrive and attack the two MTs in the adjoining room



From the adjoining room, you may head west into a large communal chamber where three MTs await you. This serves no purpose, and unless you need all your enemies dead, it is wise to continue north into the room with two ceiling air ducts.

RECOVER STOLEN FILES

MESSAGE INCOMING FROM ZIO MATRIX:

>>THE FILES STOLEN BY THE SPECIAL FORCES HAVE BEEN RELOCATED TO BALENA CORPORATION'S AC RESEARCH LAB. THEY MUST BE RECOVERED!

THIS MISSION HAS TWO OBJECTIVES: RECOVER THE FILES AND DESTROY THE RESEARCH LAB. DESTROYING THE LAB WILL GREATLY HINDER BALENA'S ABILITY TO COMPETE WITH US.

YOUR AREA OF RESPONSIBILITY IS THE REMOVAL OF ENEMY RESISTANCE AND PLANTING THE BOMB. WHILE YOU'RE DOING THAT, OUR TEAM WILL WORK TO RECOVER THE FILES.

THE BOMBS ARE TO BE PLACED ON THE FACILITY'S MAIN COMPUTER. YOU MUST EVACUATE AS SOON AS THE BOMB ARE SET.

YOU CAN GAIN ACCESS TO THE FACILITY FROM EITHER OF TWO ROUTES. GOOD LUCK.<<

MISSION DATA

Operation Name: **Money Money**
Client: **Zio Matrix**
Opponent: **Balena**
Place: **AC Laboratory**
Weather: **Snowstorm**
Mission Start Time: **12:35**
Estimated Success Rate: **43%**
Payment: **64,000 credits**
Bonus: **2x 3,000 credits (combat with AC1 and AC2)**
Corporate Points: **+4 Zio Matrix Points**

MISSION OBJECTIVES

- ❑ Either: Infiltrate Balena AC Laboratory via air duct
Or: Infiltrate Balena AC Laboratory via main elevator shaft
- ❑ Locate the facility's main computer terminal
- ❑ Plant a bomb on the main computer terminal
- ❑ Either: Exit via air duct within 5:00 of planting bomb
Or: Exit via main elevator shaft within 5:00 of planting bomb
- ❑ Optional: Locate and destroy all six proximity mines
- ❑ Optional: Locate and destroy all 2+ mounted gun emplacements
- ❑ Optional: Engage and dispatch all 5+ Balena MT units
- ❑ Optional: Explore Balena Laboratory completely
- ❑ Warning! Raven AC unit "Guard Dog" discovered!

elevator, and you must battle two MT guard units in an adjoining chamber. The choice is yours (but the air duct is slightly safer).

After negotiating a well-guarded corridor complete with gun emplacements and proximity mines, eventually you can locate your target—the main computer terminal behind a door crisscrossed with laser mesh. These are easy to deactivate, unlike the two MTs guarding the computer.

After securing the area, you have five minutes to escape the facility before it explodes—easy to accomplish. However, a member of Leos Klein's Raven brigade—a deadly, rocket-firing beast called "Guard Dog"—teleports to one of two locations. You may battle this unit (optionally) twice for bonus points prior to your escape. You receive 3,000 bonus points when you face AC1 and AC2 in combat. Is it worth the consequent damage to your armor? If you are worth the mech you are strapped into, the answer will be "yes."



Should you wish to delay this mission, you can destroy the second ceiling air duct tile and jet up into it. This pipe stretches east and deposits you in a corridor in the northeast area of the facility, well away from the action. Two gun turrets pepper you.

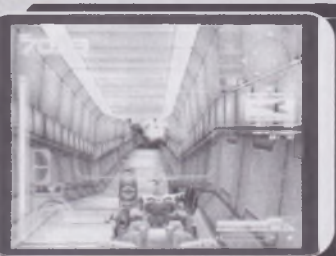


Before you return to the mission itself, check the small storage room in the map's northeast corner. (It contains nothing) Now turn and head south to a door and a junction west. Following the westward corridor returns you to the air-duct entrance chamber.

RECOVER STOLEN FILES



If you prefer to explore the door to the south instead of heading west, open it with caution: two MTs guard this chamber. After a short descent and a turn west, you will find the second entrance to the computer room. Use this route only if you do not wish to destroy the laser mesh.



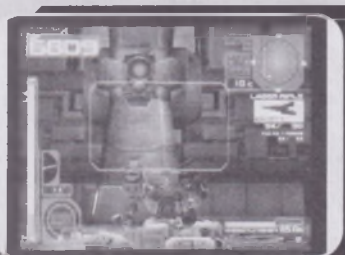
Finished your tour? Time to return to the mission at hand. Back at the northwestern air-duct chamber, take the eastern door, and then immediately head south down a long corridor. Explode the three proximity mines and the gun turrets. The second exit east leads to the target.



Before you enter the computer room, consider deactivating the laser mesh: destroy the mesh power source and computer terminal in the small room at the southernmost end of the long corridor. This shuts down both the mesh nearby and the mesh in the air duct.



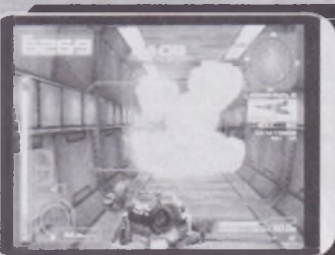
It is time to complete the mission directive. Head east and open the door to the computer terminal room. Two MTs lurking in the room are ripe for picking apart. They tend to hide next to doors and sometimes next to each other. Watch them.



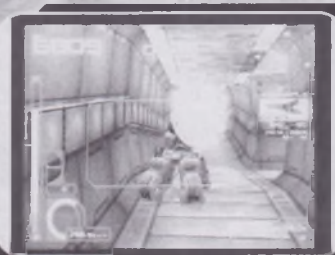
After the combat ends and the Zio Matrix corporate team has appropriated the files (in another part of the base), you can set the bomb. Move to the black computer column and press **○**. You now have five minutes to reach minimum safe distance.



Guard Dog appears, the only remaining obstacle between you and the snowy tundra. You will find instructions regarding his whereabouts elsewhere in this level walk-through. Finally, retreat the way you came—either jetting up the air duct or exiting via the elevator. Good job!



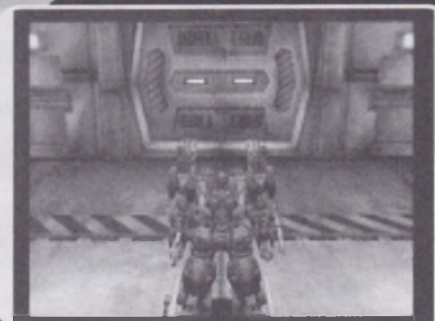
Hampering your escape (if you choose the laborious route through the facility) are six blast doors that seal the eastward corridor from the air duct chamber. Destroy these with a laser blade. If you cannot blast through, try the air duct in the northwestern corridor.



The fastest way to complete the level? Head west to the air-duct entrance; move east; drop into the room; go through the eastern door; override-boost south down the corridor; slash the mesh terminal (southern exit); take the second exit east into the computer room. Now place the bomb and retrace your steps.

Warning! Enemy AC Unit Approaching!

Armored Core Raven Unit "Guard Dog"



Your mission bonus for this level comes in the form of combat with Leos Klein's trusted mercenary, AC1. As soon as you place the bomb, AC1 appears and moves to one of two areas—the northwestern chamber with the ceiling air ducts or the large room on the eastern side of the facility.



AC1 lies in wait. Its fast dual rockets and ripping laser blade make a deadly combination, and it always delivers its payload. Target the unit, open the door, fire a salvo as you jet back, and repeat. Once "destroyed," AC2 appears in the other room.

UP BOOSTER
ASH &
UMP ASSISTANT



GO MATRIX MI
NOR POINT
EIGHT POINT

ESCORT SUBMARINE

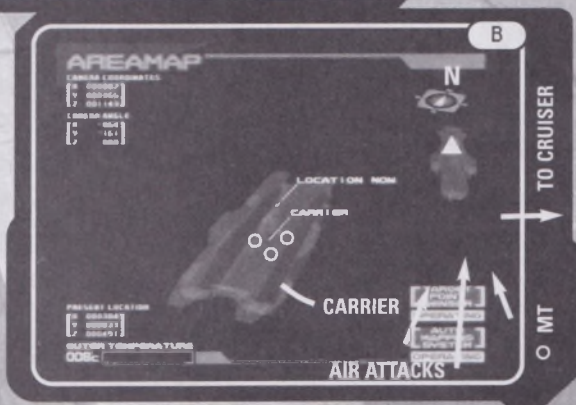
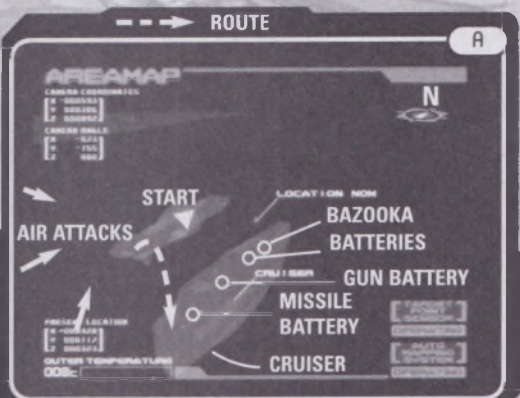
Mission Strategy

One of your most difficult missions, escorting the submarine until it reaches waters deep enough to dive is an exercise in precision flying, precision shooting, and precision demolition. There are no wasted moments, no time to lose, and you could fall (or be bombed) into the ocean at any moment. The submarine you defend becomes unstable and is destroyed after eight or so major bombing attacks.

Find your footing fast, as three air units approach from the south, forcing you to turn and aim with quick reflexes. Find footing that isn't precarious, as the bombs that the incoming aircraft are carrying can propel you into the water. After six attacks from above, a gigantic cruiser ship comes into view on your east bow.

This ship has enough firepower to take out the submarine in moments, so time is of the essence. You must destroy the two forward pulse cannons, the rocket launcher, and the vertical missile launcher—from aboard the ship! Then you must jet *back* to the submarine, aim at more enemy aircraft, and destroy a second ship that arrives from the west with three missile-toting MTs. Ensure you have enough ordnance to do the job, as running out of ammunition will pose a problem here.

Attacking aircraft arrive constantly. Your only hope is to keep them at bay, destroy the more damaging attacks from the two boats, and wait for the submarine to reach deep water. A final piece of advice: you must be *on* the submarine to escape!



The air attacks always come from the south, and the planes arrive carrying bombs and firing machine-gun rounds. Quickly launch missiles or execute a pulse cannon round. The planes' attack patterns are confusing as they pass overhead and turn immediately.



The KARASAWA-MK2 is proficient at attacking air units directly overhead. Otherwise, try to take down as many as you can from range before they close. You have a bigger problem—a cruiser closing in. You must jet to it and attack there, as the gun emplacements are much easier to destroy.



Fly to the stern of the ship, take down the missile battery, and work your way forward. Once all four gun batteries are down, check your boost and jet back to the submarine with haste: the ship leaves the area of operations and could take you with it!



Contend with more airborne combat until a second ship moves into view. It carries three MT units intent on destroying the submarine. Jet over to the ship and land to engage the MTs in close combat. After you destroy them, move back to the sub for more air attacks.

MESSAGE INCOMING FROM ZIO MATRIX:

>>WE REQUEST THAT YOU BOARD OUR SUBMARINE AND PROTECT IT *EN ROUTE* TO ITS DESTINATION.

THE SUBMARINE IS TRANSPORTING THE RECOVERED FILES, SO WE MUST BE PREPARED FOR ATTEMPTS BY LCC AND BALENA TO REGAIN THEM. PLEASE STAND BY UNTIL NEEDED.

LCC HAS AN IMPRESSIVE NAVAL ARSENAL, WHICH INCLUDES AIRCRAFT CARRIERS. MANY DANGERS AWAIT US.

BE PREPARED FOR ANY AND ALL EVENTUALITIES.<<

MISSION DATA

Operation Name: **Gargle**
Client: **Zio Matrix**
Opponent: **Unknown**
Place: **Starlight Ocean Route**
Weather: **Fair**
Mission Start Time: **22:15**
Estimated Success Rate: **32%**
Payment: **70,000 credits**
Bonus: **0**
Corporate Points: **+4 Zio Matrix Points**

MISSION OBJECTIVES

- ▣ Escort submarine to deeper water
- ▣ Optional: Target and destroy all airborne units
- ▣ Locate and cripple enemy cruiser's gun emplacements
- ▣ Locate and destroy enemy MTs on second ship

INVESTIGATE MURAKUMO DOME

MESSAGE INCOMING FROM ZIO MATRIX:

>>WE HEREBY REQUEST THAT YOU INVESTIGATE LEOS KLEIN, LEADER OF THE SPECIAL FORCES. WE WANT YOU TO SNEAK INTO MURAKUMO DOME, A STRUCTURE LEFT OVER FROM THE FIRST TERRAFORMING.

THE DOME IS TYPICALLY ABANDONED, BUT WE'VE BEEN NOTIFIED THAT A PERSON FITTING KLEIN'S DESCRIPTION HAS BEEN SEEN ENTERING AND LEAVING THE FACILITY RECENTLY.

PERHAPS WE CAN GAIN SOME USEFUL INFORMATION, WITH WHICH TO OPPRESS THE LCC, BY DISCOVERING KLEIN'S PURPOSE FOR BEING THERE.

WE HAVE GREAT FAITH IN YOU... RAVEN.<<

MISSION DATA

Operation Name: **Old Clock**
Client: **Zio Matrix**
Opponent: **Unknown**
Place: **Murakumo Dome**
Weather: **Fair**
Mission Start Time: **19:45**
Estimated Success Rate: **80%**
Payment: **72,000 credits**
Bonus: **0**
Corporate Points: **0**

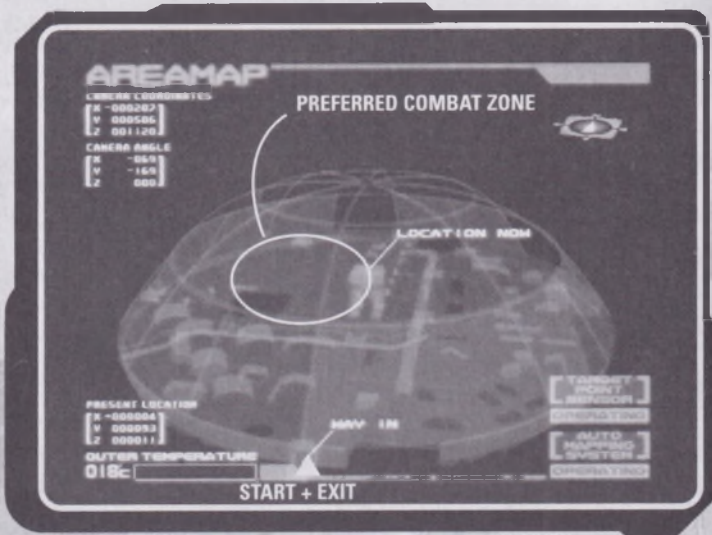
MISSION OBJECTIVES

- ▣ Investigate Murakumo Dome for signs of Leos Klein
- ▣ Warning! Corporate Zio Matrix AC "UNKNOWN1" discovered!
- ▣ Warning! Corporate Zio Matrix AC "UNKNOWN2" discovered!
- ▣ Exit the dome by the only remaining exit

Mission Strategy

This is the last time the Mars subsidiary of Zio Matrix requests your mercenary skills, as they attempt to attack and destroy *you* in this old domed city. The large figure initially agreed upon (72,000 credits) not only goes unpaid, but two Zio Matrix AC units launch on an intercept path. Once this sortie is over, you may wish to seek legal counsel: Zio Matrix certainly is not keeping their end of the bargain!

You know too much, and you must survive this brief but fraught mission to bear witness to Zio Matrix's sordid machinations. The first part allows you to acclimatize yourself in Murakumo Dome and its four districts—the south-



Enter and exit the dome using the south side entrance, next to the gray financial district buildings on the west and the housing projects on the east. If you still cannot get your bearings, look at the compass! Failing that, look for the red hover car parked on the east side of the road.



Looking for affordable comestibles? Head over to the northeast area of the map and check out the V Mart Station, just one of the delightful shopping malls brought to you by the Mars terra-formers. Continue your dome town inspection until Nell checks in.



Nell warns you of a corporate trap sprung by Zio Matrix. Incoming missiles are headed for the dome and you have three minutes to escape! Zio Matrix ensures your destruction by sending two fast, dangerous mechs to engage you.

west (financial), the southeast (housing projects and shops), the northeast (manufacturing, shops, and more housing), and the northwest (a small park and the mayor's mansion). You may destroy all buildings except the central archway.

Alternatively, the buildings make excellent cover. Nell picks up a heat source in the vicinity, as well as incoming missiles. Two Zio Matrix corporate ACs descend into your immediate environment and attack with venom! You must destroy both units within three minutes and leave by the southern entrance before the entire dome explodes!

Warning!
Corporate
Zio Matrix
AC
"UNKNOWN 1"
Discovered!



No matter where you are in the city, two corporate AC units, heavily armed and piloted by mercenary veterans, swoop down on your position and attack. They both fire shoulder-mounted missiles and attack with laser blades, but "UNKNOWN1" fires a pulse cannon.

Warning!
Corporate
Zio Matrix
AC
"UNKNOWN 2"
Discovered!



"UNKNOWN2" fires bursts of energy rounds at you, and although they are both highly damaging, the pulse cannon is more deadly. Arm yourself with a vertical missile launcher and move behind scenery as you damage "UNKNOWN1" continuously. Destroy the first AC before facing the second.



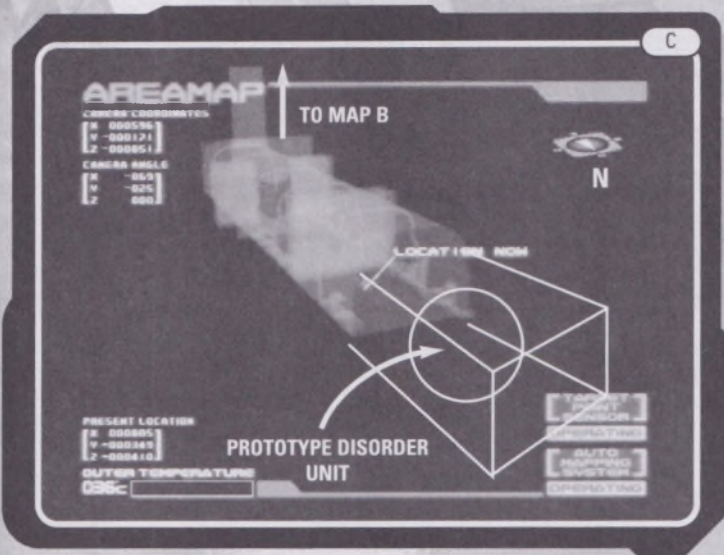
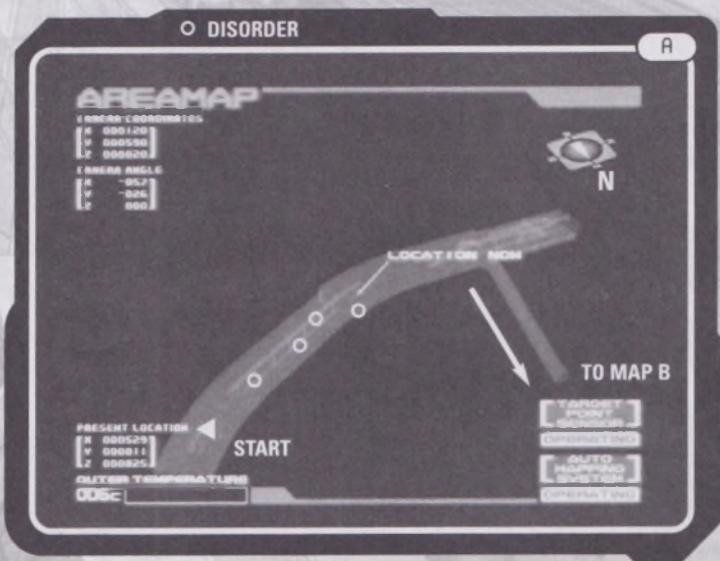
Keep moving, or these various attacks will pick you apart. Gaining height and swooping down can give you an advantage, as can any Arena training you may have gauged. Out-strafting with a pulse cannon is a good way to destroy these enemies. Watch their large bounding jumps, though.

Mission Strategy

Reports of a massive heat source deep within the underground railway are not unfounded: a gigantic 100-foot-high mech with dual plasma cannons, laser cannons, and a penchant for destruction is readying for combat in this zone. It must be stopped before the mutinous Zio Matrix Mars Division destroys us all!

You begin the mission by either ignoring or dispatching four Disorder units from the underground track. They are tougher than the Disorder units you have encountered in the past; it takes two pulse cannon shots to destroy each. They should not be your main concern, however. The hidden AC part and the prototype synergy of Disorder and Zio Matrix should have you reaching for the most powerful weapon in your arsenal.

The EAW-DC10 dual grenade launching cannon is ideal, and will drop this beast in seconds. But do not expect to triumph with a slow mech loaded with armaments: your AC must be swift and able to move side-to-side in the confines of the railway.



UNDERGROUND RAILWAY

MESSAGE INCOMING FROM ZIO MATRIX EARTH:

>>I'D LIKE TO MAKE A REQUEST AS REPRESENTATIVE OF ZIO MATRIX'S EARTH HEADQUARTERS. AS YOU KNOW, WE'RE AT WAR WITH ZIO MATRIX'S MARS DIVISION.

CLEARLY THIS WAS CAUSED BY LCC'S HIGH-HANDED ATTITUDE. THE BATTLE ISN'T IN OUR FAVOR, SO YESTERDAY WE MADE A PEACE PROPOSAL WITH LCC DURING A MEETING HELD ON EARTH.

HOWEVER, THE MARS DIVISION ADJOURNED THE MEETING IN FIERCE DISAGREEMENT. WE DON'T WANT TO MAKE THE SITUATION ANY WORSE, BUT WE'RE CONCERNED ABOUT SOMETHING THEY SAID.

THEIR LAST WORDS WERE: "WE STILL HAVE A CARD UP OUR SLEEVE."

SINCE THE MEETING, THE MARS DIVISION HAS CEASED ALL COMMUNICATIONS AND DISPATCHED TROOPS TO THE UNDERGROUND RAILWAY. THIS MUST BE THE "CARD" THEY WERE REFERRING TO.

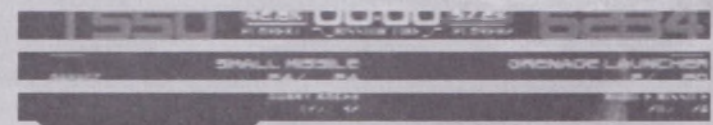
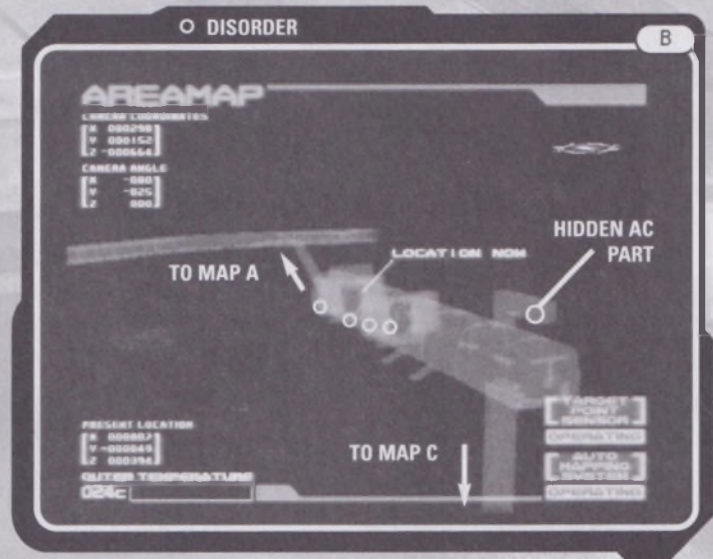
WE ALSO SENT TEAMS TO THE RAILWAY, BUT HAVE SINCE LOST CONTACT WITH THEM. WE HAVE NO CHOICE BUT TO ASK FOR YOUR HELP. PLEASE INFILTRATE THE RAILWAY AND STOP THEM.<<

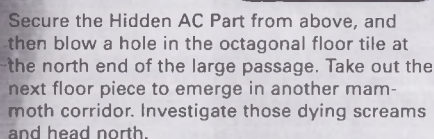
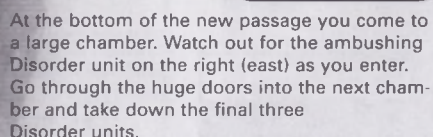
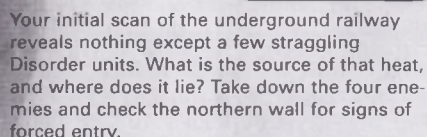
MISSION DATA

Operation Name: Long Kiss
Client: Zio Matrix Earth
Opponent: Zio Matrix
Place: Underground Railway
Weather: Rain
Mission Start Time: 0:15
Estimated Success Rate: 35%
Payment: 74,000 credits
Corporate Points: 0

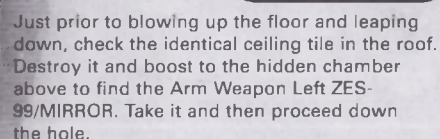
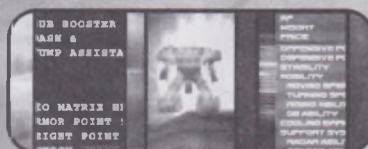
MISSION OBJECTIVES

- Optional: Destroy all eight Disorder units
- Optional: Secure Hidden AC Part Arm
- Weapon Left ZES-00/MIRROR
- Warning! Zio Matrix Prototype AC unit "Last Card" discovered!



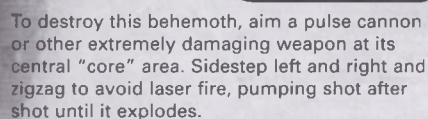
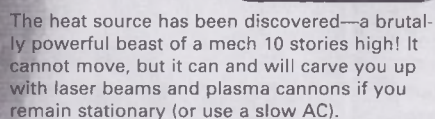


ATTENTION! Hidden AC Part Available!



ATTENTION! Prototype AC Unit Discovered!

Armored Core Zio Matrix Test Unit "Last Card"

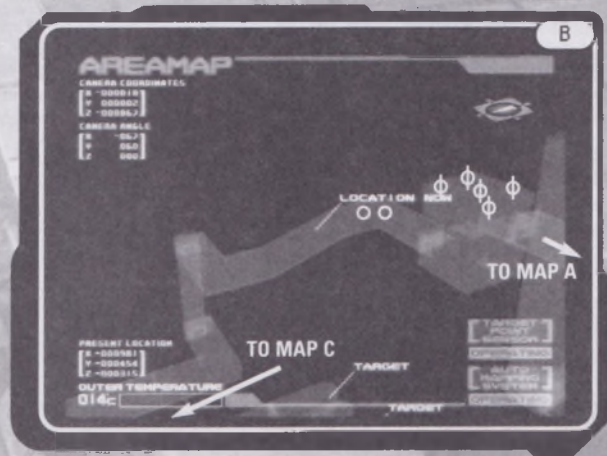
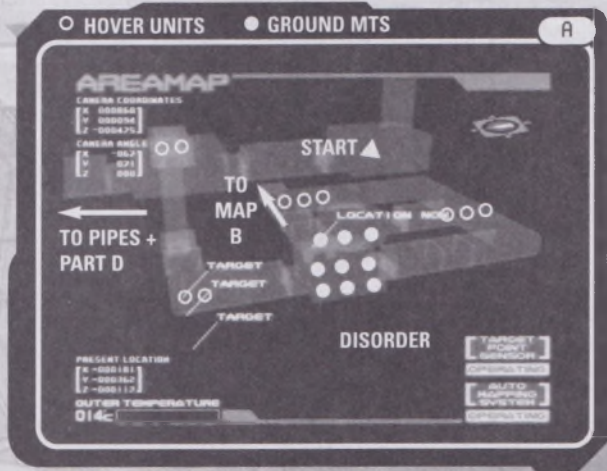


Mission Strategy

You have five minutes to search the massive network of interconnecting corridors in the Zio Matrix Quire Missile Station, the largest of Zio Matrix's Mars long-range weapon stations. You drop in from the roof and must venture quickly through the structure, optionally destroying enemy troops in your path. Also, two heat sources matching those of Raven AC units were discovered recently, and you may investigate them.

There are two ways into the base's main silo terminal—via a series of long corridors interspersed with doors, elevators, and Guard MTs, or through a grating that leads to the maintenance duct system—and an audience with two Ravens code-named "Infinity" and "Red Fury."

The quickest route is certainly via the ducts, and although you can avoid Infinity when you encounter it, its speed and prowess can deter the less experienced AC pilot. Whether you choose to run or to stay and fight, be aware



ABORT MISSILE LAUNCH

MESSAGE INCOMING FROM ZIO MATRIX EARTH:

>>EVEN THOUGH THEY'VE LOST THEIR "LAST CARD," IT'S UNLIKELY THE MARS DIVISION WILL CEASE ITS ACTIVITIES. THEY'VE DECLARED INDEPENDENCE AND HAVE REFUSED ANY CONTACT.

WE'VE LEARNED THAT THE MARS DIVISION HAS PLANS TO FIRE HIGH-DENSITY NAPALM MISSILES FROM THE QUIRE MISSILE STATION. THEY'VE TARGETED THE MAJOR MARTIAN CITIES.

THEY'RE ACTING INDEPENDENTLY AND ARE NOTHING BUT A NUISANCE, BUT AS THE PARENT COMPANY, WE'RE RESPONSIBLE FOR OUR SUBSIDIARY'S ACTIONS.

PLEASE ENTER THE BASE AND STOP THE MISSILES.

I UNDERSTAND THIS IS A DIFFICULT REQUEST. PLEASE BE CAREFUL AND AVOID A WORST-CASE SCENARIO AT ANY COST.<<

MISSION DATA

Operation Name: **Lightning Storm**
Client: **Zio Matrix Earth**
Opponent: **Zio Matrix**
Place: **Quire Military Base**
Weather: **Cloudy**
Mission Start Time: **14:10**
Estimated Success Rate: **29%**
Payment: **98,000 credits**
Bonus: **12,000 (6,000 per Raven AC destroyed)**
Corporate Points: **0**

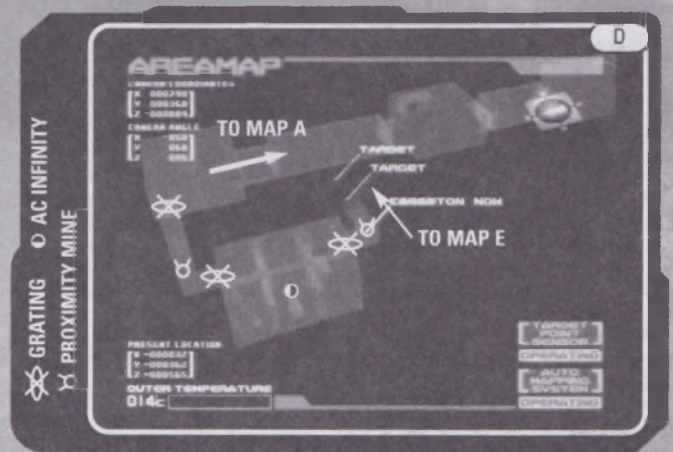
MISSION OBJECTIVES

- ☑ Forcefully deactivate missile silos one, three, and six and abort the launch
- ☑ Either: Travel to the missile silo main terminal by elevator access
Or: Travel to the missile silo main terminal by auxiliary air duct
- ☑ Optional: Locate and obliterate nine air MT units
- ☑ Optional: Locate and obliterate nine ground MT units
- ☑ Optional: Locate and obliterate three proximity mines
- ☑ Optional: Locate and obliterate five gun emplacements
- ☑ Optional: Locate and destroy two Zio Matrix APCs
- ☑ Optional: Locate and destroy three Zio Matrix hover bikes
- ☑ Warning! Raven AC unit "Infinity" discovered!
- ☑ Warning! Raven AC unit "Red Fury" discovered!

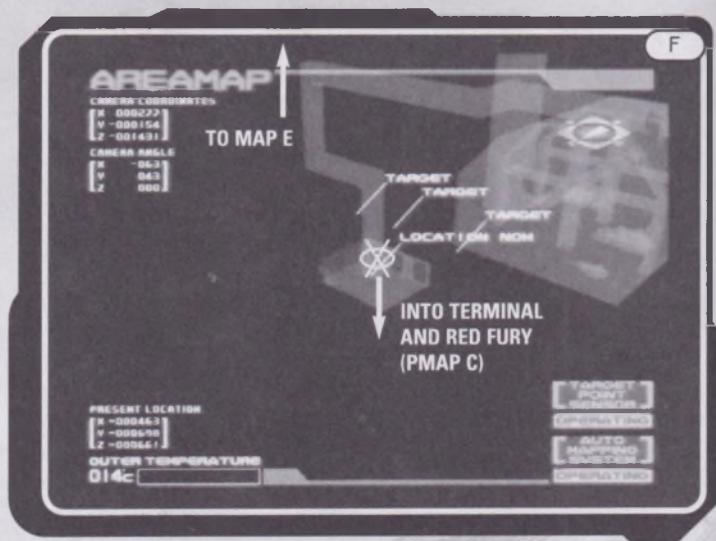
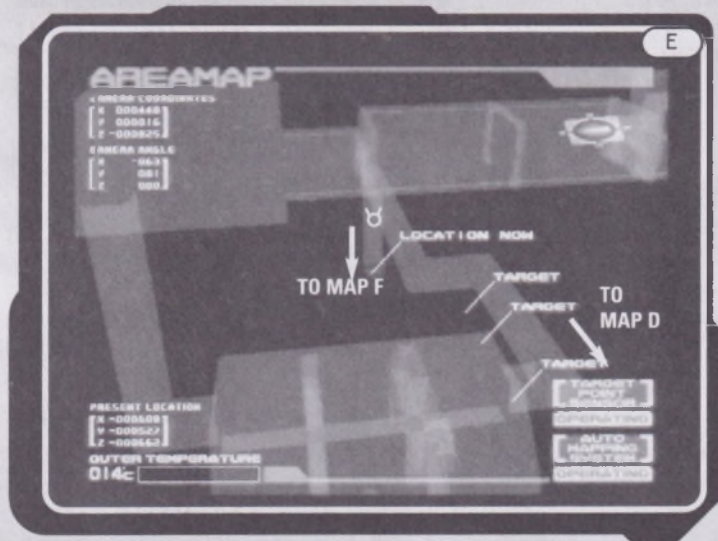
that proximity mines float about in the maintenance ducts. This route, however, is the one to take if you expect to claim the two sets of 6,000 credits for destroying the two AC units.

You must reach the main silo terminal through the duct system in under two minutes. Then a fraught confrontation with Red Fury occurs. This unit is proficient not only at deadly rocket fire from range, but its flamethrower close assault is extremely damaging. You need not kill Red Fury prior to destroying terminals one, three, and six (from left to right), but ignoring it certainly makes reaching your mission objective more difficult.

Again, an AC head part with visual radar can help your cause immeasurably, if only to tell you which silos to destroy. You receive no extra credits for blowing up the remaining silos, but the high reward and excellent one-on-one combat opportunities make this one level to savor.



ABORT MISSILE LAUNCH



You drop into combat facing north. Press **↑** as you fall to cover more ground. Now enter the first corridor (press **●** at the switch to open the doors). Continue north to a room with two doors. The northern one takes you to the maintenance ducts.



This walkthrough covers the route through the northern door later. To encounter MTs and descend using elevators, turn east. After two doors, take the elevator down, turning west as you descend.



Head west from the elevator and lock onto two hover MT units before following the corridor south. When these are destroyed, check for signs of movement behind the door: six ground MTs have pinpointed your heat source. Destroy them from a distance and enter the room.



Of these two exits, the preferred one lies to the east. Three ground MTs wait behind the door; two hover MTs lurk in the distance. Move to the door at the east end of the passage. The junction heading south only winds back to the previous room.



Exit to the south and follow the longer route to the eastward passage that connects the room you came from. The corridor heads south, east (with hover MTs), and then north to the three MTs. The small room in this area contains a support strut and nothing else.



Do not enter the room at the end of the eastern corridor without aiming carefully. Five gun turrets are bolted to the ceiling: destroy them from the doorway, one at a time. Two of the turrets are very near the entrance, so jet into the room and turn around to take them out.



Move onto the elevator and activate it. Turn east as it descends and move through the door. The corridor holds two hover MTs (eradicate from a distance with quick bursts of fire), and then head east, north (the passage ramps down), and east again to the elevator. Turn west as it descends.



The corridor you enter stretches north, bends west, and finally south. The large heat source lurking behind the door to the central silo terminal is a guard Raven known as "Red Fury." This unit is targeting you for termination! Destroy it and locate the silos.

ABORT MISSILE LAUNCH



Six missile silos line the terminal wall. Each houses a high-density napalm missile. Destroy silos one, three, and six (marked on the map, if your head unit permits this function). Use the switch to open the doors, and then fire at the terminals. Shut them down!



The alternative route through the level is more cunning: continue north from your start position into the apparently dead-end chamber. Find the duct on the floor in the northern area, remove the grating by force, and drop down the hole. You trigger a proximity mine. Turn south.



You detect another heat source. This one belongs to Infinity, a veteran Raven pilot with a southern drawl. This area's exit lies directly south, through another grating high on the wall. Exit after the battle, wary of the proximity mine around the corner.



The pipe runs east, north, and east again before you reach another grating. Blow it out, drop into the final pipe section, and head west. Atop the last grating you find yourself above Red Fury. Aim and strike this unit from the grating before entering the silo terminal.

Warning! Raven AC Unit "Infinity" discovered!



Fast-moving and constantly firing rockets and bullets at you, Infinity is a quick and deadly opponent. This unit zips about the room, comfortable on the ground and in the air. Depending on your AC unit, react by dodging the ordnance and strafing around until you have a clear shot.



After four KARASAWA-MK2 shots, Infinity explodes in a plasma storm. Machine guns work well; missiles are impractical given the room's confines. You can use the support columns as cover, and may damage the three bikes and APCs without penalty.

Warning! Raven AC Unit "Red Fury" discovered!



Depending on where you attack from, Red Fury poses less of a threat than Infinity. From the duct, you can fire at her before breaking the grating, and the central silo terminal offers a lot of room to maneuver. Back away and fire at midrange: Red Fury's flame weapon is deadly.



If you approach from the corridor, Red Fury sometimes dashes through the door and attacks you there. Keep strafing, perhaps using a shield arm unit such as ZES-99/MIRROR to absorb some damage. A quick-firing, highly damaging weapon is your safest bet here.

VIP ESCORT

MESSAGE INCOMING FROM LCC:

>>AS PART OF THE LCC REORGANIZATION, THE NEW DIRECTOR IS COMING FROM EARTH. HE'LL ARRIVE AT VIHUL SPACEPORT WITHIN A COUPLE OF DAYS. YOUR JOB IS TO GUARD THE SPACEPORT.

OF COURSE THERE'S NO ONE LEFT TO RESIST US, BUT STILL WE MUST DISPLAY OUR POWER TO THE NEW DIRECTOR. IN OTHER WORDS, THIS IS A DEMONSTRATION.

ALL YOU ARE REQUIRED TO DO IS WAIT ALONG THE PERIMETER OF THE AIRPORT. WE'RE PAYING YOU JUST TO SIT THERE. SOON ALL RAVENS WILL BE UNDER LCC'S COMMAND. THIS IS YOUR LAST JOB.

THE DIRECTOR WILL BE ESCORTED BY THE SPECIAL FORCES. DO NOT GET IN THE WAY. THAT IS ALL.<<

MISSION DATA

Operation Name: **Halloween**
Client: **LCC**
Opponent: **None**
Place: **Vihul Spaceport**
Weather: **Fair**
Mission Start Time: **20:10**
Estimated Success Rate: **86%**
Payment: **76,000 credits**
Bonus: **0**
Corporate Points: **0**

MISSION OBJECTIVES

- ▣ Escort spaceship to Vihul Spaceport without incident
- ▣ Danger! Full-scale insurrection has occurred
- ▣ Destroy all enemy units that engage you in combat
- ▣ Warning! Frightener Raven AC Unit "Klein's Minion 1" Discovered!
- ▣ Warning! Frightener Raven AC Unit "Klein's Minion 2" Discovered!

REFUEL MT ATTACKS AC

AREAMAP

CAMERA COORDINATES
X: 000000
Y: 000000
Z: 000000
CAMERA ANGLE
FX: 0000
FY: 120
FZ: 000

PRESENT LOCATION

FX: 000000

FY: 000000

FZ: 000000

GUTTER TEMPERATURE

015C

START

DEFENSE TOWER

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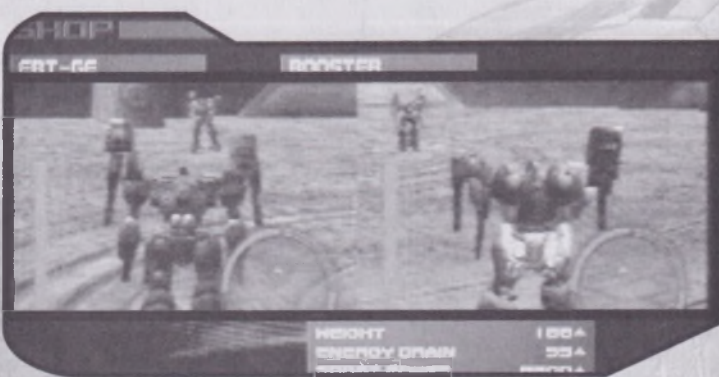
To dodge the MTs' rockets, boost just before they connect. (Usually they will sideswipe you.) Using radar, or simply by waiting for these units to emerge from the spaceport perimeter, you can at least prepare yourself.

Mission Strategy

What starts as an easy way to secure extra funding turns into all-out war, with every MT unit in the spaceport intent on gunning you down. As many as four opponents attack you simultaneously, and they are not Disorder units. Two ACs in particular are extremely adept at quick-combat strikes and strafing around you.

Fight fire with fire here: build an AC unit that's fast, nimble, and can devastate any mech unit misguided enough to take you on. Your AC legs must have a movement ability of at least 500; thus, your weaponry should be light and fast-firing. The ZWG-MG/ENE machine gun is useful for catching one of Klein's Minions in a circular strafe; consider vertical rockets or a pulse cannon for back-up.

The simple goal here is to survive. LCC's new director certainly will not, but as a mercenary, it isn't your job to care. With both Boyle and Remille overseeing combat, your enemy, and the thorn in the side of the Earth government, is Leos Klein—the madman behind this insurrection.



First, return fire to one of the identical Klein's Minion units, quick ACs with machine guns and powerful plasma cannons as back weapons. Turn and circle-strafe them one at a time.



Or take down Klein's two minions by firing a large missile at one while you gun down the other. Alternatively, equip a vertical and a relation missile system to fire off a spectacular salvo.



Remain calm and stay behind cover. The incoming MT units are numerous and occupy you until the director's shuttle is finished off. Keep your cover near the central tower, locking on to heat sources lurking in the vicinity.



You may rearm yourself during the heat of battle. Oddly, as you restock your weapons to maximum ammunition levels, an impenetrable force field encases you, rendering you immune to attacks. Only one restock is available.



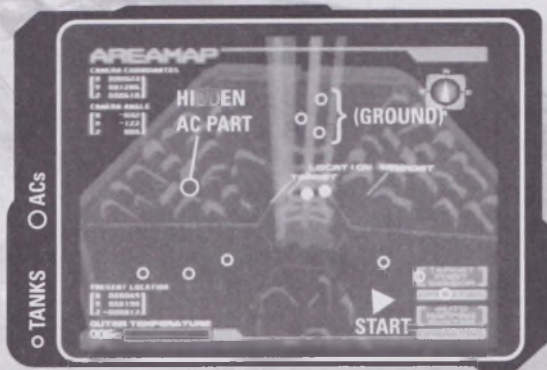
After three minutes of devilishly fraught combat, Klein's forces blow up the director's plane and the mission ends. LCC has not paid you, but at least you survived with your AC—and your honor—intact.

Mission Strategy

You will sense Klein's presence in this area of operations, but he waits elsewhere, entrusting the destruction of this Martian metropolis to two trusted Special Forces units. Nell is unable to determine their Raven code-names, but you both notice immediately that they are armed to the teeth with pulse cannons. They can cut you to ribbons in seconds, so fight back with extreme malice before hunting the city for an elusive hidden AC part.

Do not let the geography of Zio City confuse you: the metropolis is split into six areas—three urban areas with skyscrapers and interlocking roadways and three parks. Tanks guard the central tower structure, from where the two Special Forces units observe you. They both attack with devastatingly powerful pulse cannons (one fires a single purple beam, the other a double white beam) and, despite their different leg units, they are more or less identically armed. They also have back-mounted vertical missile launchers they do not implement.

You have two tasks: dispatch the two Special Forces units and locate an excellent and novel AC part, the Back Unit ZWX-F04/ORBIT. It lies in the northeast metropolis and is extremely difficult to find. Remember to take the part before you destroy the second Frightener.



As the mission begins, the two Special Forces Ravens descend from their perch and begin strafing the area. Unless you dodge effectively, you will die in moments. Jet about rapidly to take out the tanks before launching heavier weapons at the Ravens.



The cities provide some excellent cover from the relentless barrage, but you may find it difficult to maneuver there, especially from air attacks. Use pulse cannons immediately and watch for a Special Forces unit strafing your location in the cities.

ATTENTION! Hidden AC Part Available!



Fight fire with fire and launch your own barrage of pulse cannon beams at the two Ravens. They are slow, so aiming while strafing is easy. Once they descend from the skies, level them with pulse cannon rounds. You can destroy both in around 20 seconds.



The Back Unit ZWX-F04/ORBIT may be difficult to locate, but it proves very useful in later combat missions. Find it one of two ways. Fly clockwise to the northeast urban area and investigate the first major street (with road markings) running northeast that you come to.



Alternatively, launch up to the middle of the central building and over the girders; then turn northeast and head for the first large, long street. The part lies on the road there. You may use the central building for sniping and as a place to wait while energy builds.



Aside from pulse cannons, you can instead launch a stream of vertical missiles at the two ACs, crippling one in a barrage of rockets. Three or four such bursts spells doom for an enemy. Next, execute defensive zigzag moves and locate the secret AC part.

ZIO CITY SUPPRESSION

MESSAGE INCOMING FROM EARTH GOVERNMENT:

>>AT THIS TIME, LCC IS UNABLE TO FUNCTION DUE TO A LACK OF LEADERSHIP AND MANPOWER. THIS REQUEST IS BEING MADE DIRECTLY BY US, THE EARTH GOVERNMENT.

THE SPECIAL FORCES HAVE REVOLTED AND NOW OCCUPY A NUMBER OF MAJOR MARTIAN FACILITIES. EVEN ZIO CITY AND ITS HEADQUARTERS, RECENTLY CAPTURED BY US, HAVE BEEN TAKEN OVER.

TO COUNTER THIS WE'VE DEvised A PLAN TO REGAIN CONTROL, BUT WE'RE GOING TO REQUIRE THE ASSISTANCE OF A RAVEN. WE HEREBY REQUEST THAT YOU ELIMINATE THE SPECIAL FORCES RUNNING RAMPANT IN THE CITY.

WE ASK THAT YOU PLEASE ENTER THE CITY AND DESTROY THE OCCUPYING FORCES. MEANWHILE, WE'LL MOVE ONE OF OUR TEAMS FROM THE HQ'S ROOF, DOWN INTO THE BUILDING.

THE LOCATION OF THE REVOLT'S LEADER, LEOS KLEIN, IS STILL UNKNOWN. IF YOU SEE HIM, TAKE HIM OUT! THIS IS A TOP PRIORITY.

WE'LL AWAIT YOUR RETURN.<<

MISSION DATA

Operation Name: **Deep Sleep**
Client: **Earth Government**
Opponent: **Special Forces**
Place: **Zio City**
Weather: **Fair Weather**
Mission Start Time: **22:30**
Estimated Success Rate: **45%**
Payment: **78,000 credits**
Bonus: **0**
Corporate Points: **0**

MISSION OBJECTIVES

- ▣ Assist infiltration team by occupying Special Forces
- ▣ Optional: Locate and destroy armored tanks
- ▣ Optional: Secure Hidden AC Back Unit ZWX-F04/ORBIT
- ▣ Imperative: Special Forces units must be destroyed!
- ▣ Warning! Frightener Raven AC unit "Special Forces A" discovered!
- ▣ Warning! Frightener Raven AC unit "Special Forces B" discovered!

Warning! Special Forces AC Unit Approaching!

Armored Core Raven Units "Special Forces 1" & "Special Forces 2"

UNDERGROUND LAB

MESSAGE INCOMING FROM EARTH GOVERNMENT:

>>WE'VE RECEIVED A REPORT FROM THE INFILTRATION TEAM. THEY'VE DISCOVERED A RESEARCH LAB, CONSTRUCTED DURING THE FIRST TERRAFORMING, UNDERNEATH ZIO MATRIX HEADQUARTERS.

ZIO MATRIX HEADQUARTERS HAS BEEN RETAKEN, BUT THE SPECIAL FORCES STILL OCCUPY THE UNDERGROUND LAB. WE ARE REQUESTING THAT YOU MOP UP THESE REMAINING FORCES.

DISORDER UNITS HAVE ALSO BEEN DETECTED IN THE UNDERGROUND RESEARCH LAB. PLEASE BE ADVISED.<<

MISSION DATA

Operation Name: **Memory**
Client: **Earth Government**
Opponent: **Special Forces**
Place: **Old Laboratory**
Weather: **Rain**
Mission Start Time: **13:30**
Estimated Success Rate: **36%**
Payment: **75,000 credits**
Corporate Points: **0**
Bonuses:
■ 18,000 credits for destroying 12 Disorders

MISSION OBJECTIVES

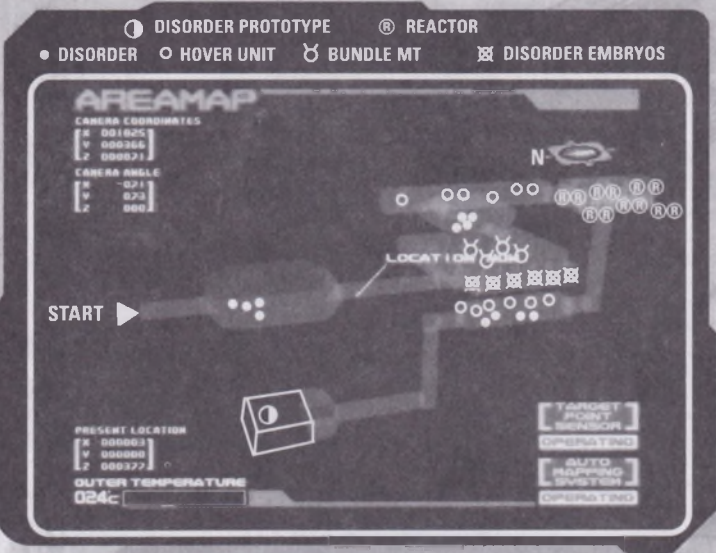
- Optional: Engage and destroy 4+4+4 Disorder ground units
- Optional: Engage and destroy four Bundle MT units
- Optional: Engage and destroy 6+6 Disorder air units
- Optional: Destroy six Disorder embryonic chambers
- Optional: Destroy 12 reactor coils
- Destroy prototype Disorder unit

Mission Strategy

The secret bioengineering of the Disorder units finally has been uncovered, and the remnants of the robotic civilization still present a significant obstacle to your mission's success. Some old favorites return in this zone, including four rogue Bundle MTs and a number of hover units designed to whittle your energy down. Be cautious as you open doors; it is better to stand and fire than to expose your AC to multiple hits.

Once you descend into the level's depths via two cargo elevators, eventually you appear in the central control chamber. A Special Forces AC unit falls to another prototype Disorder unit. This sleek and quick-killing machine is deadly at close quarters, and the lack of space in this chamber prevents ranged combat.

You have encountered this entity before, and although it is quicker and stronger, it is still vulnerable to pulse weapons and AC pilots who can keep a fast-moving target in their sights. Two alcoves provide ideal cover from this beast's air attacks. After you destroy it, concentrate on the escalating situation with Klein and his minions.



Red-hued Disorder units demonstrate the robots' evolution: they are tougher and fire green laser rounds vigorously. Head south into the room and lacerate these units, or pick them off from a distance with a strong single-shot weapon.



The next evolution in Disorder units fills the robotic incubation chamber in the next room. Destroy the four Bundle MTs (you may use the glass to strafe around and fire through) and the six embryos. Exit through the east door.



After encountering four more ground Disorder units, head to south corridor, with its six airborne robots. Five wait south of the entrance door, but one just to the left (north) can present back-attack problems. Pick them off from the door, and from a distance.



Head south into the elevator terminal room and enter the only working lift. Turn north as the elevator descends; you appear in a chamber with six air and four ground targets. Destroy them from cover.



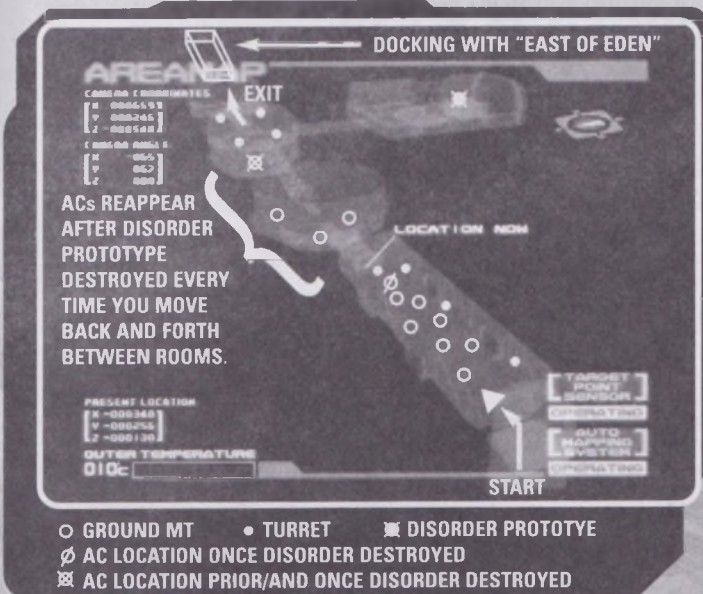
Jet through this chamber into the final elevator. Stay facing north as it descends and enter the command center. As the Special Forces AC unit crumples, ready yourself with a strong single-shot weapon and immediately fire two salvos at the prototype unit.



The prototype Disorder unit excels in damaging air attacks and can outstrafe all but the fastest ACs. React by dropping beneath the entrance platform and targeting the unit quickly. The room's two side alcoves are excellent to hide and fire from.

Mission Strategy

A short mission to secure the Hammerhead Space Station on behalf of the Earth Government again reveals signs of Klein's activity, but no sign of the deviant himself. The space station seems enormous, you need concern yourself with only four interlocking chambers, in addition to the exit tunnel to the docking chamber where the Earth Government picks you up at the end of the sortie.



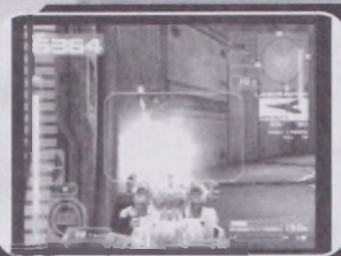
Once you emerge from the entrance tube into the initial space station chamber, back up for a moment and check the six ground MTs. Destroy these with a close-combat weapon such as the ZLS-400/SL. Remove the gun turrets first; they fire more powerful bursts of energy.



After you traverse the connecting corridor (remember to blow open the lock), you emerge into the central turbine room. Eradicate the three ground MTs, and then continue east. After a short ramp, check your target and radar: five heat signals lie ahead.



Four of the radar blips are gun turrets. Destroy them first, unless the AC in this area charges straight at you. Two guns lie near the entrance door, so look straight up. Then attend to the AC. It is quick and able to strafe and fly with ease, so fight from midrange.



For this AC and all further AC units you encounter, watch your back and sides: these units like to strafe and fly about. Follow them with a fast AC, or retreat to a corridor (or to cover of the room's recessed arena). The KARASAWA-MK2 laser rifle destroys these ACs in three to four shots.

SPACE STATION ASSAULT

MESSAGE INCOMING FROM EARTH GOVERNMENT:

>>WE'D LIKE YOU TO CONTINUE THE REMOVAL OF THE SPECIAL FORCES FROM AREAS THEY'VE OCCUPIED. PLEASE HEAD FOR THE HAMMERHEAD SPACE STATION, NOW ORBITING MARS.

REPORTS INDICATE THAT THE SPECIAL FORCES ARE CONCENTRATED ON THE SPACE STATION. AND JUDGING FROM THIS SHOW OF FORCE, WE ASSUME THAT LEOS KLEIN IS THERE AS WELL.

THE MAIN OBJECTIVE IS THE REMOVAL OF ALL SPECIAL FORCES OCCUPYING THE STATION. IF KLEIN IS ENCOUNTERED, PLEASE TAKE HIM OUT ALSO.

WE'LL GIVE YOU ACCESS TO RAPTURE, THAT'S OUR MARS ORBIT ELEVATOR, FOR THIS MISSION ONLY. PLEASE MAKE YOUR WAY TO THE SPACE STATION ASAP. WE'LL AWAIT YOUR RETURN.<<

MISSION DATA

Operation Name: *Lady Rhapsody*
Client: Earth Government
Opponent: Special Forces
Place: Hammerhead Space Station
Weather: N/A (Vacuum)
Mission Start Time: 0:05
Estimated Success Rate: 26%
Payment: 76,000 credits
Bonus: 3,000+ credits (3,000 credits per Special Forces AC Destroyed)
Corporate Points: 0

MISSION OBJECTIVES

- ☐ Engage enemy forces and secure Hammerhead Space Station
- ☐ Optional: Destroy all nine ground MT units
- ☐ Optional: Destroy all eight ceiling-mounted gun turrets
- ☐ Optional: Destroy as many Special Forces AC units as possible
- ☐ Engage prototype hover Disrupter unit and destroy it
- ☐ Rendezvous with Earth Government battle cruiser *East of Eden*

A new type of ground MT firing pinkish lasers poses no real threat, and acts like the Disorder units you are used to. Those pesky gun turrets prove more bothersome, however. Destroy them as soon as you enter the station.

The real danger lies in a confrontation with a fully developed prototype Disorder hover unit. Looking very much like the terran wasp, this unit harbors its "sting" in a multiple missile launch and a double pulse-beam attack. This can virtually immobilize even the toughest ACs, so stock up on hard-hitting ordnance prior to entering the level.

Klein sends two AC units to intercept you initially. However, the longer it takes you to move between the space station's two arena-sized rooms after you kill the Disorder entity, the more opportunities you have to combat a continuous line of reinforcements. One option is to stay and fight, but the credits you obtain (3,000) are unlikely to cover your equipment and weapon expenses. Leave by meeting the cruiser *East of Eden* in the other docking bay.



Take the south corridor (the east exit opens after you face the Disorder entity) and enter the hangar. A gigantic Disorder unit hovers near an empty space cruiser. Attack with the hardest-hitting weaponry you have—pulse cannons are ideal—or experiment with vertical missiles or the orbit cannon.



Destroy the Disorder beast. Head north, back to the arena room, and battle the AC unit there. You may head east to exit at any time. Or move west to the starting chamber and battle another AC, and then return to the arena for another battle. Repeat until you are ready to leave.

ELIMINATE LEOS KLEIN

MESSAGE INCOMING FROM EARTH GOVERNMENT:

>>WE HAVE CONFIRMED LEOS KLEIN'S WHEREABOUTS. HE IS LOCATED IN RAPTURE'S CORE. WE REQUEST THAT YOU REMOVE HIM AS SOON AS POSSIBLE.

NOW, RAPTURE'S REACTOR IS ITS HEART, IF IT'S DESTROYED THE POWER IT GATHERS AND SUPPLIES TO MARS WILL BE LOST. IN A WORST CASE SCENARIO, DAMAGE TO THE REACTOR COULD DESTROY RAPTURE.

RAPTURE IS AN IMPORTANT SYMBOL TO THOSE LIVING ON MARS. IT MUST NOT BE LOST. YOU GOTTA TO REMOVE KLEIN WITHOUT DESTROYING RAPTURE.

HELP US RETURN PEACE AND ORDER TO MARS BY ELIMINATING KLEIN. WE'LL AWAIT YOUR RETURN.<<

MISSION DATA

Operation Name: **Game**
Client: **Earth Government**
Opponent: **Special Forces**
Place: **Orbit Elevator "Rapture"**
Weather: **N/A (Vacuum)**
Mission Start Time: **10:45**
Estimated Success Rate: **18%**
Payment: **86,000 credits**
Corporate Points: **0**

MISSION OBJECTIVES

- Optional: Locate and destroy 34 proximity mines
- Optional: Secure Hidden AC Part Generator HDY-BV2500
- Optional: Do not destroy the 12 reactor core pieces
- Locate and destroy AC unit: Match-type Leos Klein

Mission Strategy

The orbit elevator leads back to the space station where you earlier fought the Disorder entity and those nimble ACs. Now the place is devoid of humanoid life. But before Klein's troops left the station, they primed some unwelcome surprises—34 of them, to be exact. These proximity bombs are difficult to spot (unless you slowly target everything around you), but detonate them from a distance: you have an audience with Leos Klein and need all your strength.

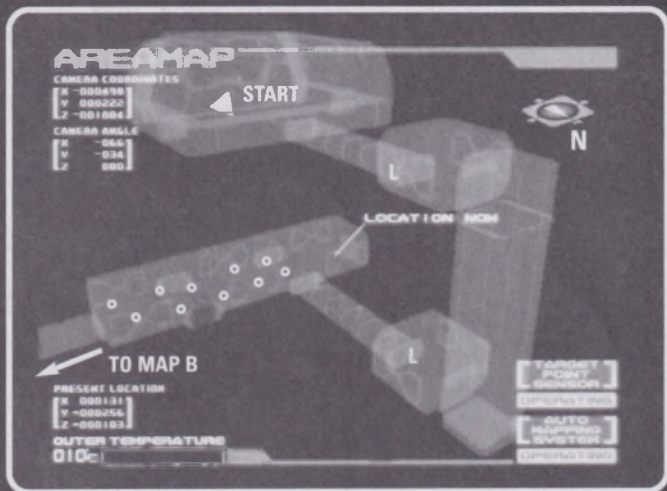
You also may locate and retrieve the last Hidden AC Part Generator HDY-BV2500 in this area. This mech piece is easy to find, but easier to overlook. Next, a showdown with Klein occurs in the station's main reactor. The battle tests your sharpshooting skills to the limit, as you suffer a 6,000 credit deduction every time a reactor coil is destroyed.

Furthermore, the only way to claim the entire reward at the end of the level is to attack and tear Klein apart without damaging the reactor room—almost impossible. Klein is under no such economic constraints, and tends to fire indiscriminately as the fight progresses. Dodge an attack, and the reactor coil behind you blows. To make matters worse, you battle not Klein himself, but a robotic replicant!

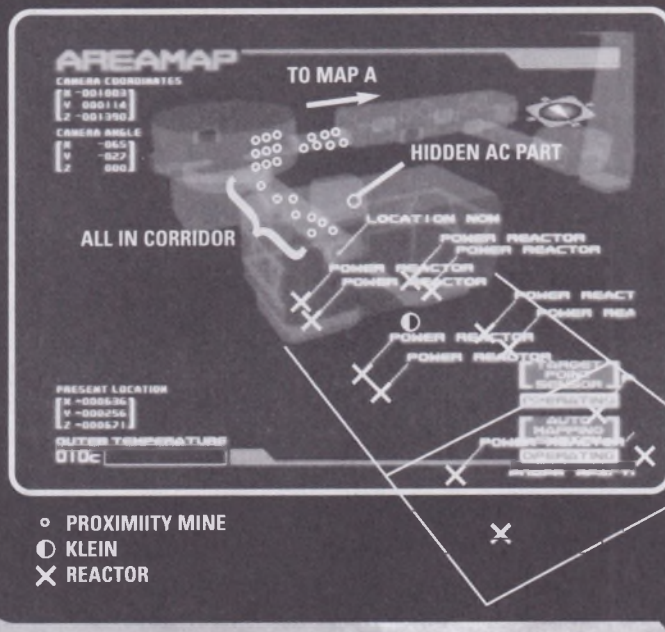


L LOCKED DOOR • PROXIMITY MINES

A



B



- PROXIMITY MINE
- KLEIN
- ✕ REACTOR

ELIMINATE LEOS KLEIN

When you arrive on the other side of the air-lock, head north to the first door, detonate the lock, and move into the second chamber. To open the next door you need only push a switch (●). Move into the elevator, turn and face south, detonate another door lock, and move into the passage.

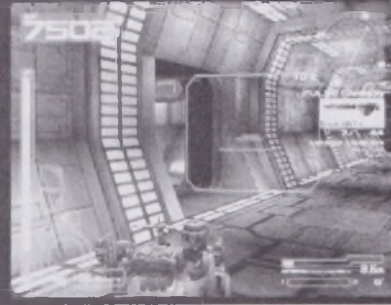


You emerge in the Hammerhead Space Station. You must detonate or avoid 10 proximity bombs in this entrance chamber. Head for the door at the east end. Destroy the lock. Warning! A proximity bomb explodes as you reach the door!

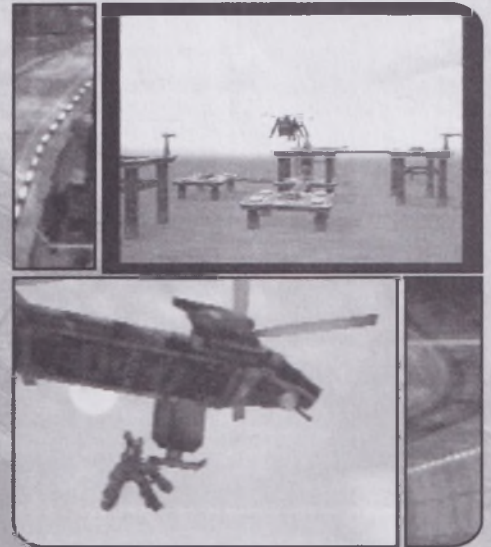


There is no way to avoid the first bomb, but destroy the remaining five and enter the main generator room. Nine bombs float in the northwest area of this room. Fire at them or skirt past them to north door counterclockwise. Notice the four bombs floating high up.

ATTENTION! Hidden AC Part Available!

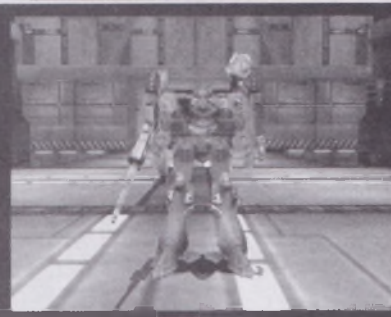


You can detonate all the bombs in this corridor from the entrance. When the coast is clear, move into the passage, checking the large chamber to the east and the smaller one to the west. You can only open the western door if your AC head port has a hacking function of greater than four (such as 2HD-8008/S). The Hidden AC Part Generator HOY-BV2500 lies in the western room. Choose a weapon, and then exit.



Warning! Enemy AC Unit Approaching!

Armored Core Raven Unit "Klein Clone"



At last! Klein mockingly challenges you to a death duel in the space station's most hazardous area. Return the favor by demolishing him in record time. Quick one-shot weapons work well, but watch those wayward shots! If more than two reactors are hit, the space station shuts down.



Prevent this by engaging Klein in a game of strafing, or drop down next to the reactors and launch vertical missiles or the orbit cannon. This hiding place works well for a few seconds. Finish Klein with midrange pulse fire—and uncover the shocking secret!

INFILTRATE STAI BATTLESHIP

MESSAGE INCOMING FROM EARTH GOVERNMENT:

>>WE'VE MADE A MISTAKE. AN LCC MILITARY FACILITY HAS BEEN OVERTAKEN BY THE SPECIAL FORCES, AND BALENA CORPORATION'S STAI BATTLESHIP HAS BEEN LAUNCHED FROM ITS UNDERGROUND BERTH.

IT SEEMS THE UPHEAVALS AROUND THE PLANET WERE A PLOY DESIGNED BY KLEIN TO SPLIT OUR FORCES. HIS OBJECTIVE WAS TO TAKE OVER THE MILITARY FACILITY AND LAUNCH THE STAI.

THE STAI IS A BATTLESHIP DESIGNED BY BALENA, WITH ENOUGH FIREPOWER TO DESTROY THE ENTIRE PLANET. THE FACT IS, KLEIN HAS ACQUIRED THE GREATEST WEAPON ON MARS.

KLEIN MUST BE STOPPED. RIGHT NOW HE'S HEADED TOWARDS PHOBOS AND IT'S LIKELY HE'LL ATTACK THE SURFACE FROM THAT POSITION.

NOW ENTER THE STAI VIA THE TRANSPORT SHIP AND SHUT IT DOWN. A LOT OF RAVENS HAVE BEEN HIRED FOR THIS MISSION. YOUR COMBINED STRENGTH IS THE KEY TO SUCCESS.

WE WISH YOU THE BEST OF LUCK.<<

MISSION DATA

Operation Name: **Dead Man Walking**
Client: **Earth Government**
Opponent: **Special Forces**
Place: **Vezel Desert**
Weather: **Fair**
Mission Start Time: **17:50**
Estimated Success Rate: **15%**
Payment: **100,000 credits**
Corporate Points: **0**

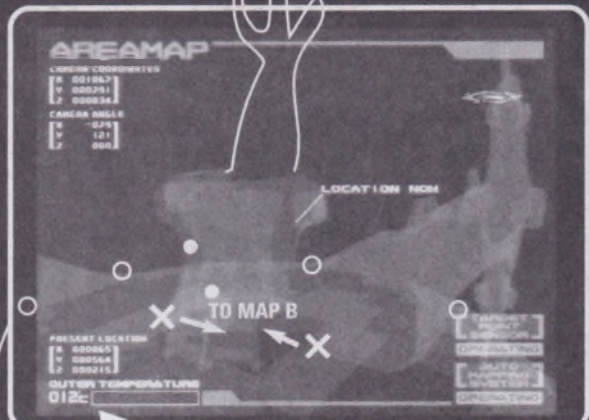
MISSION OBJECTIVES

- Optional: Locate and destroy four pulse cannon turrets
- Optional: Locate and destroy four laser cannon turrets
- Optional: Locate and destroy 16 attack aircraft
- Gain entrance to the STAI topside
- Optional: Destroy the six STAI interior cannons
- Optional: Destroy the eight air Disorder units
- Optional: Destroy the 23 ground Disorder units
- Optional: Destroy the two prototype Disorder walker units
- Warning! Raven AC unit "Boyle" discovered!
- Warning! Raven AC unit "Klein" discovered!

- POSSIBLE VANTAGE POINTS
- TURRETS

✕ ENTRANCES

A



Mission Strategy

High above the Vezel Desert, the STAI battleship lumbers slowly toward Phobos, supported by massive antigravity boosters. You must enter this huge floating fortress and destroy it, along with Klein and his right hand, Boyle. Although five dropships are transporting ACs into this combat area, do not rely on other mercenaries to do the job. This is about you and Klein.

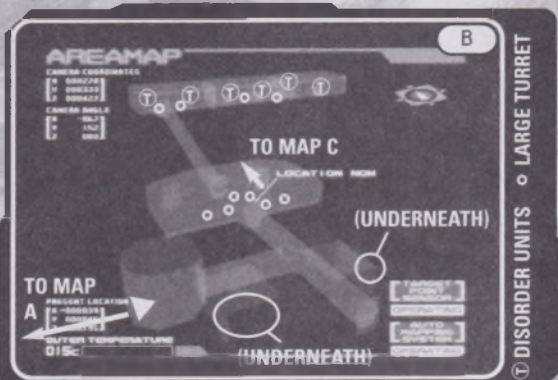
Perhaps the most fraught part of this mission (aside from the ultimate combat with Klein) occurs in the moments before the Earth Government hacks into base security to open the doors for you. You wait high above the Mars surface, with eight large turrets and 16 airborne attackers to deal with. The Earth Government expects few Ravens to make it, so disarm as much of the exterior base defenses as you can prior to entering the facility. Use the central base tower to better your vantage point.

Inside the base (with a full rearming and refueling), you will follow a winding path deeper into the facility. Pause in each room to take down the enemy Disorder units present. One room, a gigantic chamber with eight columns, contains air and ground units capable of whittling down your energy in moments. Consider override-boosting through the room to avoid combat altogether.

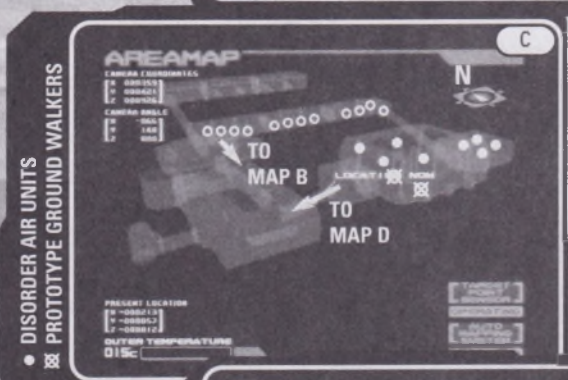
Prior to your duel, Klein's trusted second-in-command, the lumbering, powerful AC unit known as Boyle, attempts to halt you. It's surprisingly slow, but packs a mean pulse-cannon punch. Use the chamber where this fight-to-the-death takes place to your advantage.

Once Boyle is carved up, enter the elevator to the ship's central control room and stop its pilot—Leos Klein, resplendent in a custom-made mech. Klein is no pushover, and his incessant

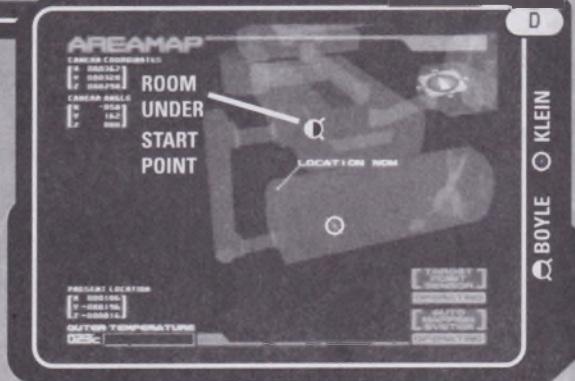
pulse-cannon attack can rip into your defenses before you can even react. Again, quick thinking, using the scenery to your advantage, and some excellent aiming should be enough to take down this arch-terrorist.



○ T DISORDER UNITS ○ LARGE TURRET



● DISORDER AIR UNITS
✕ PROTOTYPE GROUND WALKERS



○ BOYLE ○ KLEIN

INFILTRATE STAI BATTLESHIP

8132

Raven units arrive via five dropships, but none are available to help you in this combat zone. Commence action by (optionally) moving to destroy the eight large turrets. Sidestep around them, watching all the while for missiles from the skies.

7045

Alternatively, seek cover and aim for the incoming planes. You have 16 of them to take down, as well as the turrets—a difficult feat. The most effective tactic against the planes is to lock onto their sides when they turn.

6050

Locate cover from the central spire. Move to the spire base, jet up, land atop the buttress column, and move up again to the circular platform halfway up the spire. This elevation provides excellent target opportunities.

7753

Utilize all firepower you need in this zone; you rearm and reenergize once the doors open. If you are not employing missiles, try locking on and following the aircraft in your sights. Your AC adjusts the trajectory of the first shot, resulting in a kill the second time you fire.

6138

You have one minute before the Earth Government manages to open the base doors in the central spire; a door opens in either the north or the south wall. Move to this location quickly and converse with your one remaining comrade.

8230

"All right—let's rock!" Confirm this sentiment by moving east through the first door into a narrow corridor. Head north (the south is a dead-end) into a chamber containing six Disorder ground units. Close-combat swiping obliterates these drones. Notice that your ammunition and energy are replenished.

5233

Of the three exits, the northwestern is locked, and the northeastern takes you deeper into the base. The northern exit leads upward to three gun-battery rooms. The first two hold Disorder units; each of the three contains two gigantic cannons. You may destroy all (optionally).

6760

Head downward into a chamber with four Disorder units. The exit door lies east and leads to a second chamber where four Disorder units await you. These foes clamor for combat, shooting at the doors before you can open them. Quickly and painlessly rip the enemies apart with close-combat blades.

6393

The exit out of the final—identical—chamber, with four more Disorder units, lies in the southern wall. It leads to a narrow downward-tending corridor. Head there after you wipe out (or dodge past) the enemies. These units' laser bolts rarely miss.

INFILTRATE STAI BATTLESHIP



The next room in the base's sublevel labyrinth contains four Disorder air units that fire deadly bullet clusters. Aim at them from the door. They sometimes freeze in midair: fire then.

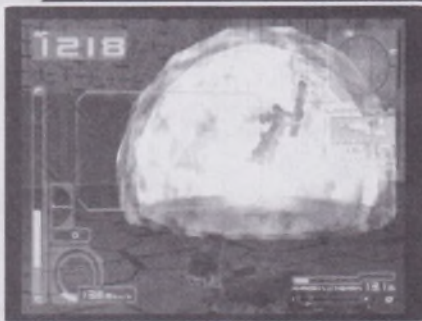


Exit west via the triangular door into a large room supported with columns. Five air and two prototype Disorder ground units target you. Play it safe and aim for the air units from the doorway; then hastily strafe around the ground units.



A quicker way through this chamber is to override-boost completely through to the (western) door directly opposite the entrance. All the other doors are locked. Begin boosting before you open the entrance door, jet through, open the exit door quickly, and take cover in the next room.

Warning! Raven AC Unit "Boyle" Discovered!



Enter the small connecting chamber and an adjoining passage to emerge into a box-like room with two ramps. Boyle guards this area, ready to fight to the death. Press ■ as Boyle starts talking to hit him the moment combat begins.



The remaining combat involves strafing around Boyle and attacking him. Simple. Move to the raised area on one side of the room as you shoot at Boyle; keep pummeling him as he tries to follow you. As soon as he closes, move to the opposite side of the room. Boyle's death is certain.

Warning! Raven AC Unit "Klein" Rediscovered!



Beyond the exit door, down the elevator, and into the main STAI generator terminal: there, the hated Klein rants at you with venom. This is no automaton. Engage Klein in combat! Remember to press ■ as Klein speaks to fire a shot into Klein as soon as combat starts.



What remains of the battle has you desperately turning to lock onto Klein as he mercilessly fires pulse rounds at you; however, you can return fire with large, small, or vertical missiles. Additionally, move to the open area and gun Klein down with pulse rounds, or move to the piped area and hide there, darting out from cover to strafe.



PHOBOS ENDGAME

Mission Strategy

This is the ultimate showdown with the megalomaniacal terrorist responsible for the coup d'état that threatens to destroy Mars itself. Deep in the bowels of the Mars moon, Phobos, lies an ancient alien technology. Coupled with Klein's insane reasoning and ego, it poses your greatest threat—a final battle with the madman himself before Phobos crashes into or destroys the red planet.

You will need a highly maneuverable AC unit bristling with weapons to survive Klein's onslaught (in two forms) and a gigantic Disorder guardian. The EAW-DC10 dual grenade launching cannon, EWX-VLS241 vertical missile launcher, and BEX-BRM-04 together make the perfect counterweapon to Klein's two forms. Indeed, if you don't mind ignoring the initial wave of enemies to save the bazooka for the Disorder guardian, you can take apart Klein's first form in four shots!

Alternative, you could hold the KARASAWA-MK2 in your right hand and employ a ZLS-T/100. If you have trouble making weight, remove the ZLS-T/100. Klein's first form takes longer to fall, but you can destroy the turrets and Disorder units without running out of ammunition.

Finally, complete your killing machine with some highly movable legs, such as the ZLR-ZIO/MATRIX, available only if you have 24 Zio Matrix corporate points. (This means completing every mission authorized by Zio Matrix.) Other options include a quadruped leg part—anything that allows for quick sidestepping.

Aside from Leos Klein's two menacing forms, the only other entity you need to watch for is the giant floating Disorder unit, armed to the teeth with missiles and dual bazookas. Face this beast from the entrance to its chamber for a quick victory.

Time to clamber into your AC unit for one final battle. Remember, humanity's fate and the red planet's future existence depends on your piloting skills! Good luck!

MESSAGE INCOMING FROM EARTH GOVERNMENT:

>>WE'VE RECEIVED A TRANSMISSION FROM PHOBOS, FROM NONE OTHER THAN LEOS KLEIN HIMSELF. THE CONTENT OF THIS TRANSMISSION WAS SHOCKING TO SAY THE LEAST.

ACCORDING TO HIM, PHOBOS IS AN ARTIFACT LEFT BY AN ANCIENT MARTIAN CIVILIZATION. HE CLAIMS IT'S AN ENORMOUS MOBILE WEAPON, CONTROLLED BY A HIGH-TECH COMPUTER.

WE HAD A HARD TIME BELIEVING HIM, BUT THERE IS EVIDENCE TO SUPPORT HIS CLAIM. ACCORDING TO RECENT CALCULATIONS, PHOBOS' ORBIT HAS ALREADY SHIFTED.

NOW WHETHER IT'S A WEAPON OR NOT, IF PHOBOS PLUMMETS TO THE MARTIAN SURFACE, THE DAMAGE IT WOULD DO TO MANKIND WOULD BE IRREPARABLE. THIS IS OUR LAST REQUEST. YOU MUST STOP KLEIN.

IF THIS MISSION SUCCEEDS, WE'LL GRANT THE RAVENS THEIR FREEDOM. WE'LL RELINQUISH OUR CONTROL AND ALLOW YOU TO LIVE INDEPENDENTLY AS MERCENARIES. THIS IS A PROMISE.

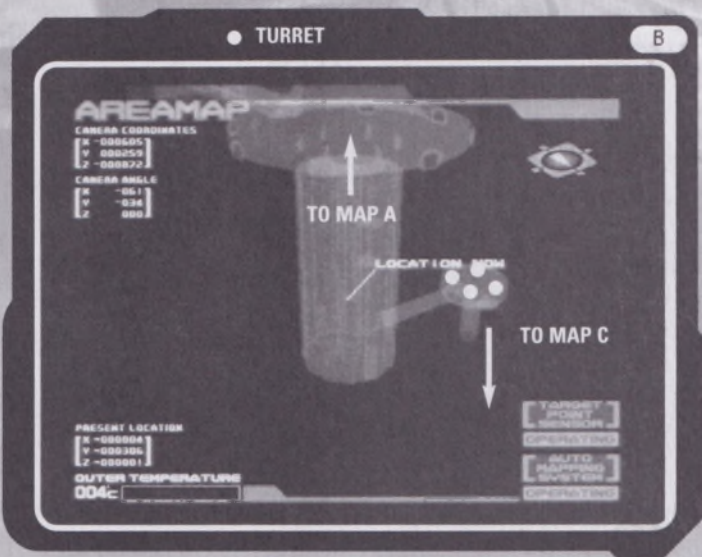
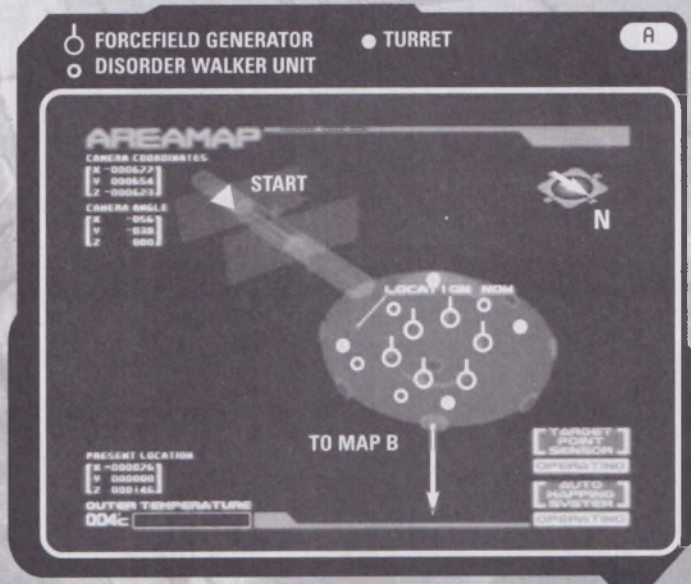
THIS IS THE GREATEST REWARD EVER OFFERED TO A RAVEN. I WOULDN'T ADVISE YOU TO PASS UP THIS KIND OF AN OPPORTUNITY. WE'LL AWAIT YOUR RETURN.<<

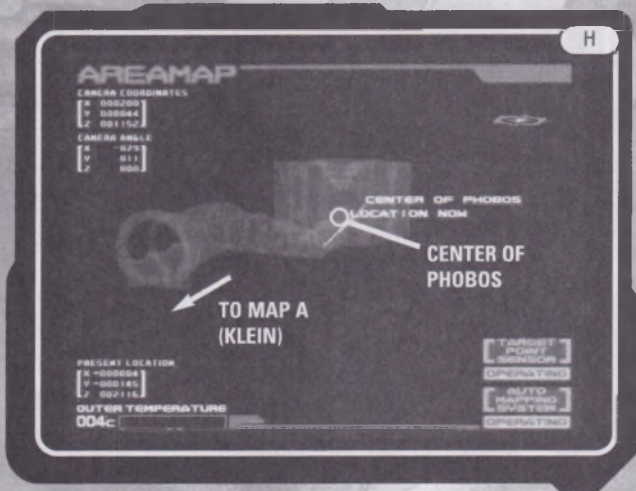
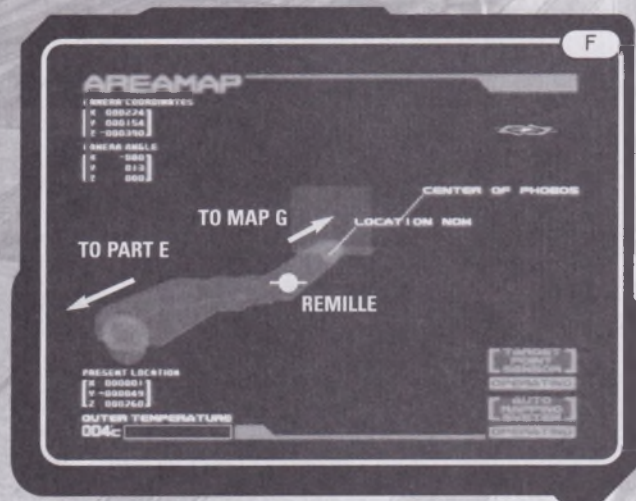
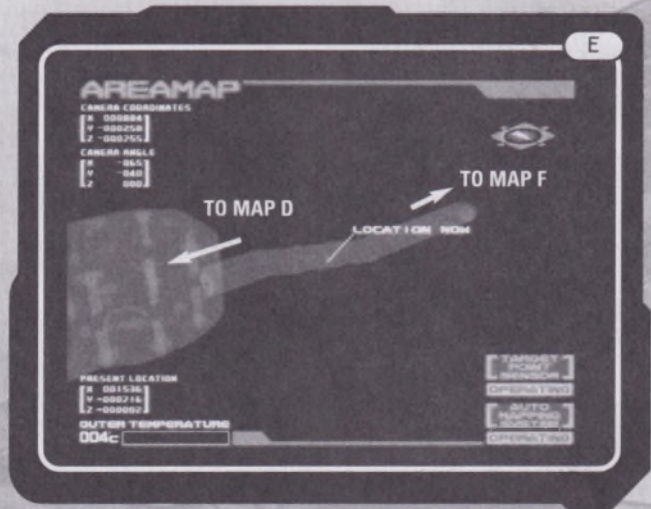
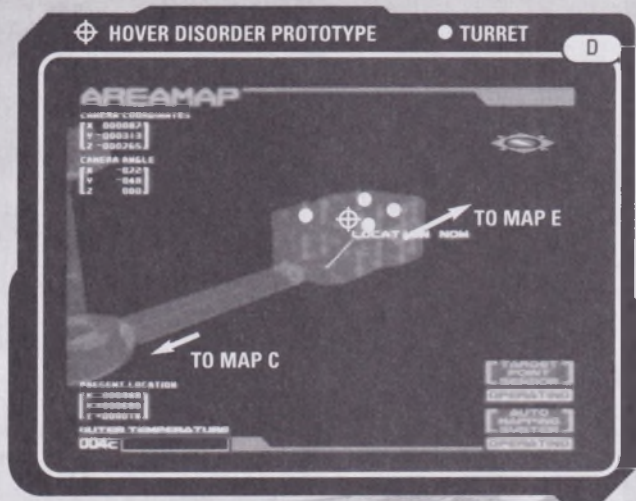
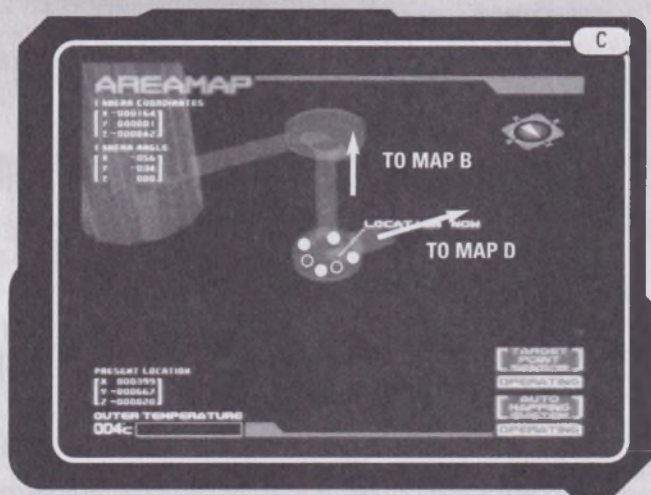
MISSION DATA

Operation Name: **Bad Days**
Client: **Earth Government**
Opponent: **Special Forces**
Place: **Phobos**
Weather: **N/A (Vacuum)**
Mission Start Time: **9:20**
Estimated Success Rate: **Unknown**
Payment: **120,000 credits**
Corporate Points: **0**

MISSION OBJECTIVES

- Enter Phobos and eliminate Klein
- Optional: Take down six prototype Disorder walker units
- Optional: Take down 16 ceiling-mounted turrets
- Optional: Take down one prototype hover Disorder unit
- Warning! Raven AC unit "Remille" discovered!
- Warning! Raven AC unit "Klein" discovered!
- Warning! Raven AC unit "Klein": Exceptional threat: exercise extreme caution!





PHOBOS ENDGAME



Deep beneath the surface crust of Phobos, move north through the linking tube, ignoring the oddities floating about the inky blackness. Go through two doors to enter a circular chamber, where you can destroy four turrets and four Disorder walker units from a distance.



After dispatching the enemies, instead of checking the doors, slash at the six force-field generators creating the blue force haze in the middle of the room. When all six are demolished, the floor opens to transport you to the core of Phobos.



Turn west as you descend and exit to open the slab-like door. Take care as you continue: four turrets guard the floor entrance in the next chamber. Take two of them out from the doorway; then strafe into the room and finish the last two.



Keep facing west as you descend through the red access tube and prepare for immediate combat. You drop into a room with two Disorder walkers and four laser turrets. Exit immediately, and then turn and attack from the safety of the doorway. Alternatively, engage in frantic combat. (Take down the walkers first.)



The exit lies to the west. Warning! Enemy Disorder behemoth detected! Target this floating menace from behind the door, firing your most powerful weapon, before retreating down the corridor. You may wish to enter the large chamber, but be warned: the door locks behind you once you do.



This Disorder prototype fires a missile battery and dual bazooka rounds—both terribly damaging. Attack it before targeting the turrets. Strafe to pepper it with missiles. (Remember to switch your relation-missile system on!). Feel free to expend all your ammunition in this battle.



An alternate way of completing this level is to ignore all combat, jet through the level, and pause only to destroy the force field and the hover Disorder unit. It is your call; all ammunition and energy is restored after you exit west from the Disorder confrontation.

Warning! Enemy AC Unit Approaching!

Armored Core Raven Unit "Remille"



Your ammunition and energy replenished, move south down the pipe. A familiar mech appears through the black smoke: it's Remille! Klein has double-crossed his remaining faithful follower. Raven unit "Remille" is now deactivated. Move past the remains to enter the inner chamber.



PHOBOS ENDGAME

Warning! Enemy AC Unit Approaching!

Extreme Warning! Powerful AC Entity Ahead!

Armored Core Raven Unit "Klein Form I"



A mammoth AC unit, custom-designed with unknown alien elements and housing the madman Klein, is intent on destroying you, and then Mars, and possibly earth. It must be defeated! Change to the pulse cannon (or dual grenade launching cannons, if you equipped the EAW-DC10 arm part) and hold down ■ immediately.

5812



Close the gap immediately and begin strafing toward Klein. Entering mid- to close range to take minimal damage from his missile salvos. Aim up slightly at Klein's core unit and plug away while strafing in the same direction.

5983

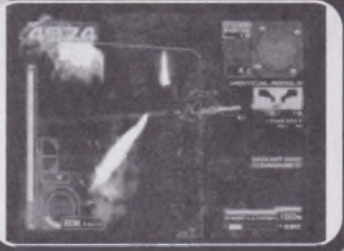


Should you lose sight of Klein, locate him immediately, and strafe in the direction toward which he moves. When he turns to strafe, turn with him, mirroring his side moves. It only takes four shots with the EAW-DC10 to disable Klein. Victory is yours—or is it?

Warning! Enemy AC Unit Approaching!

Extreme Warning! Klein Form II Now Active! Alert!

Armored Core Raven Unit "Klein Form II"



From the twisted metal of Klein's first form rises an sleek alien beast of ultimate destruction. Combat ensues immediately, so switch to your vertical missiles and switch on your Extension relation-missile system. Turn and strafe away from Klein until you get a lock.



Now fire! Klein is lightning-quick and deadly in combat with his blade, ZWX-F04/ORBIC cannon, and rifle. Continue to move away from Klein, lock on with missiles, and launch salvo after salvo. Pulse cannon or bazookas may miss this powerfully fast combat machine.



After you destroyed Klein's first form, you regained your ammunition, so utilize everything available to you. Combat from long range is inadvisable, as Klein wields his orbit cannon to great effect; employing an orbit cannon yourself exposes you to attack. Stay with multilocking missiles.



Despite the beating he gives you, Klein cannot cope with four or five missile barrages (coupled with your relation-missile system). Manually operated back unit rockets (such as the EWR-M60), or larger devastating rockets (like the EWR-L24). Vertical projectiles provide the safest take-down tactic.

Epilogue

FROM: NELL AULTER
SUBJECT: TO RAVEN

THE GOVERNMENT HAS ANNOUNCED THE DEATH OF LEOS KLEIN, LEADER OF THE COUP D'ETAT. THIS EFFECTIVELY ENDS THE UPRISING.

SOCIETY REFERS TO HIM AS THE REVOLUTIONARY WHO TRIED TO CREATE A GOVERNMENT ON MARS.

I DON'T AGREE WITH THAT.

BUT IT'S IMPOSSIBLE TO KNOW WHAT HE REALLY INTENDED, NOW THAT PHOBOS IS DESTROYED AND THE LCC AND FRIGHTENERS NO LONGER EXIST. I DON'T THINK HE WAS MISTAKEN, THOUGH. I JUST THINK HE USED THE WRONG MEANS IN ATTEMPTING TO OBTAIN WHAT HE WANTED.

MARS IS ABOUT TO BEGIN A NEW PHASE IN ITS HISTORY.

RAVEN...

WHERE WILL YOU GO?

WHAT WILL YOU DO...?



Klein's super-formed mech unit now stands motionless as black smoke pours from its shell. You have won your battle, but the mission is not complete! You must shut down the Phobos core. Move south to the exit, enter the flashing blue tube, and fire a salvo at the core.

Game over.

>>GREETINGS, RAVEN. IN ADDITION TO UNDERTAKING STRENUOUS AND DANGEROUS MISSIONS, YOU ARE FURTHER ABLE TO HONE YOUR TALENTS DURING YOUR TIME HERE IN A VARIETY OF COMBAT ARENAS AGAINST HUMAN- OR COMPUTER-CONTROLLED OPPONENTS. THE FOLLOWING SECTIONS DESCRIBE THE 14 ARENA TYPES, AND NOTE THE BEST VANTAGE POINTS AND SNIPING AND HIDING PLACES IN EACH.<<

ARENA COMBAT MODE

Arenas Available Only for One-Player and Two-Player Linked Gameplay



ARENA 01: OLD DOME OF MURAKUMO

This abandoned city is ideal for duels requiring cover. If you like explosive combat, you will be happy to learn you can destroy every building in the domed city except the central column. An area of parkland with a mansion is ideal for open combat.

The freeway deserves special mention here. It makes an excellent place to jet and take cover from missiles, and enemies can get stuck there or in the drainage ditch. And because computer opponents tend to attack from behind, position the back of your mech toward a freeway supports: you'll be impossible to hit, and as the confused enemy tries, you can attack with the flamethrower.

ARENA 02: MALEA BASE

Its large courtyard cargo bay, ideal for melee-style combat, and numerous hiding places make this a superb arena. You can confuse opponents easily here by moving around the perimeter wall, popping up from cover to fire, and then scooting back down and away.

Of greater merit is the main building, which you can hide behind to launch vertical missiles at computer-controlled opponents until you run out: every missile hits home. Most computer foes get stuck on the other side of the building, leaving you able to missile them to death or jet around the corner with a lock-on and blow them to pieces. Fool Ravens, or other players who enjoy sword attacks, into charging at your mech when you position yourself at the *very edge* of the arena. Dodge as they strike, and they'll charge out of bounds, giving you the win.



ARENA 03: FALNA CRATERS

Use the wide-open spaces to coax an opponent into combat with no place to hide—perfect against adversaries with slow-firing weapons. And you can coax foes to the edge of this arena and dodge as they attempt a sword strike for an easy victory.

The crashed space cruiser proves the most useful piece of scenery here. It offers two platforms to stand and snipe from on the north and, despite the angle, another platform on the south. Firing from there can confuse an enemy. Or stand atop the spacecraft to launch missiles or other weaponry at foes below. You can step out a little farther from the edge than you'd think for more maneuvering room.

Finally, use the sand dunes to your advantage by aiming a vertical missile through the sand. Launch, and then close in as they connect.



Arenas Available in All Three Gameplay Modes

(One-Player, Two-Player Split-Screen, Two-Player Linked)

ARENA 04: BATTLE DOME

One of the finest arenas on the Mars surface, this impressive structure allows you and your giant mech to engage in combat quickly, ruthlessly, and without the tedious strategy involved in hiding behind buildings. Quicker AC units are at an advantage here, as they can zigzag, fly, and generally harass slower machines—key to victory in the single-player ranking competition. This zone is recommended for most battles.

Although barren, this arena does have some small jutting structural slabs perfect for darting behind. From there, you can lift your AC vertically to snipe before falling back behind cover, or emerge from cover, pepper a foe, and retreat. Enemies tend to get stuck in these areas, or play a waiting game. React by side-stepping to where they hide, launching offensive weapons, and moving back. AC units that favor flying attacks can move in only a certain area, which makes quick airborne opponents easy to spot in this zone.



ARENA 05: ETAL BASE

This arena offers a wealth of useful cover to explore and hide in for both one- and two-player modes. The open areas in the middle and corners are ideal for melee combat, but the sheer number of obstacles your opponents must traverse can hamper their movements. Use this to your advantage by coaxing your foe into an inclined area with an archway that provides cover for you, and problems for your enemy.

Several rectangular buildings feature a "hole" or interior courtyard. One lies just northwest of your starting point. Jump in and use the building for cover—your opponent will have difficulty spotting and hitting you—and launch vertical missiles for easy kills.

The two masts with adjoining walkway in the center of the level provide excellent sniping points for both rifles and missile attacks. You can use the higher platform as cover (remember, you can move past the edge of the platform and still "hang on"), or scoot to the top of a mast. Two-player split-screen "misting" effectively renders you invisible—perfect for dispatching foes.

ARENA 06: ABANDONED HIGHWAY

A large, mostly flat environment, Abandoned Highway offers a number of good hiding places, including pieces of freeway. Jetting to these before your opponent gets there gives you the tactical advantage of using this as cover. A central low hill provides good cover for ground-launched missiles.

In one-player arena mode, you need not leave the comfort and cover of the skyscraper you start on. Simply wait for your computer opponent to reach the skyscraper, and then launch your vertical missiles. This tactic confuses even high-ranking ACs, which will run into the building, jet halfway up and stop, strafe around the bottom of the building—all the time vulnerable to missile damage. This is an exceptionally easy (and dishonorable) way to advance through the ranks.

Because there's no definable perimeter, you will find it easy to coax a foe to the edge of this zone and dodge their charging sword attack to send them out of bounds.



ARENA 07: CAVE

The Cave's dark and gloomy atmosphere makes it difficult to spot an enemy, and low ground that rises to the arena edges can play havoc with machine guns, as enemies on higher ground are hard to hit: you spend most of your time hitting the rocky outcrops in front of your foe. Remember, however—the reverse is also true. Move up the slopes for a tactical advantage.

The zone's many giant stalagmites and stalactites prove useful, as well. Keep circling the stalagmites, using them for cover, and you will find your opponents easy to hit. These mineral deposits are small enough to act as cover while making it easy to spot your enemy. On rare occasions, the drooping stalactites even serve as effective cover from missiles.

Arenas Available in Both Two-Player Modes of Gameplay (Two-Player Split-Screen, Two-Player Linked)



ARENA 08: ORBITAL RING

A large level with drops to infinite space around much of the perimeter, this arena confines combat to two shallow pits in the center. These areas are perfect for ambushes and are easy to dive into and out of. Avoid the walkways above, though, as one slip or enemy attack can push you into the pit, disorienting you temporarily.

Because it is so easy to fall off the perimeter into space, stay away from the arena edge. Or coax your opponent toward it and employ a well-aimed sword or other weapon that knocks foes backward. Cunning pilots may "fall" off the edge intentionally, only to jet back up and launch a surprise attack. With excellent boosting, you can move around under the platform, as well, but this isn't recommended.

ARENA 09: EMERAUDE CARRIER

Although it appears at first to offer very little hiding potential, Emeraude Carrier does in fact feature five lower-level exterior platforms you may hide in, or pop up and snipe or launch vertical missiles from. Two of these are located on each side of the boat—one forward, one aft—while the remaining one is at the rear of the vessel.

Although the enemy finds these platforms confusing at first, using them can be counterproductive: once the enemy spots you, you have nowhere else to run. Note too that you cannot rest on the prongs at the aft portion of the boat.

Center your remaining combat around attempts to knock your opponent off the vessel (with swords, for players with extra skill), or circle-strafing around the central control tower. The top of the tower is an excellent spot from which to survey the scenery, but it is a very exposed position.



ARENA 10: ABYSS

Treat this level as a larger version of the Battle Dome and you will know what to expect. This arena is ideal for no-holds-barred, in-your-face battles, with few places to ambush from or hide in. It's confusing, as well: every part of the level looks the same, and it is so vast that losing your bearings and your enemy's location become all too possible. To overcome this, use radar or targeting and listen carefully for your opponent.

The arena's eight gigantic platforms grind slowly in and out of the walls. You may jet up and stand on these—indeed, you commence battle atop one of these tubes—but as they grind completely into the wall, you must boost upward to avoid falling. Finally, you may land on the two small, level sides of the four central wall struts and used them as cover.

ARENA 11: SLUICE GATE

Its numerous alcoves, ledges, and holes make Sluice Gate an excellent zone for hiding, sniping, and exploring. The two highest ledges (behind and to the right of where Player 2 starts) are excellent sniping points, and jetting to and from them keeps your opponent confused and guessing your position.

On the opposite side of the arena, where Player 1 starts, Sluice Gate's main pipe continues around the side of the cliff and out of bounds. It makes an excellent spot to launch missiles from; just jet to that area and hide. Obviously, the main building provides a good vantage from which to rain down ordnance, but watch the connecting freeway structure: it can be destroyed, damaging and bewildering any AC unit on the road at the time.



Arenas Available Only for Two-Player Linked Gameplay



ARENA 12: LAVA ZONE

The first of the two-player linked arenas provides the setting for a one-player mission—the Old Bridge in the Tredd Special Environment Zone. The skills you acquired in “Defend the Bridge,” such as pinpointing unsafe bridge portions and using them to your advantage, are just as useful here. Move near an unsafe area and coax your foe in close; then, as you attack,

maneuver your opponent toward the unstable portion and sit back and watch as the lava melts the enemy AC.

The two alcoved roadways afford excellent cover. Expert pilots can even jet under the bridge portions, land on the supporting struts beneath, and wait out their adversaries. Finally, dropping down onto the “nonharmful” lava (as detailed in the walkthrough) allows you cover and room to maneuver at the level entrance, for cunning combat.

ARENA 13: ARDEN RIVER

The Arden River, setting for two difficult one-player missions (“Defend Arden River Laboratory,” and “Arden River Invasion”) should be very familiar to veteran pilots. Because thick fog and the like surround both players, jetting out of bounds becomes a serious problem.

Use this to your advantage by beckoning opponents to the level’s outskirts and blasting them out of bounds. Or vanish into the mist with a long-range weapon you can target and fire at your confused enemy. The dozens of decaying trees provide cover and sometimes vantage points. Finally, avoid using low-lying ACs; arm weapons tend to splash harmlessly into the water: you need a bit of height to succeed in this quagmire.

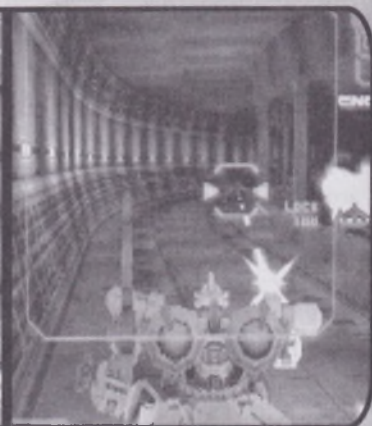
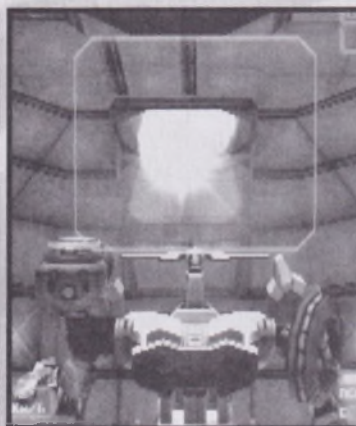


ARENA 14: ZIO MATRIX'S MARS HQ

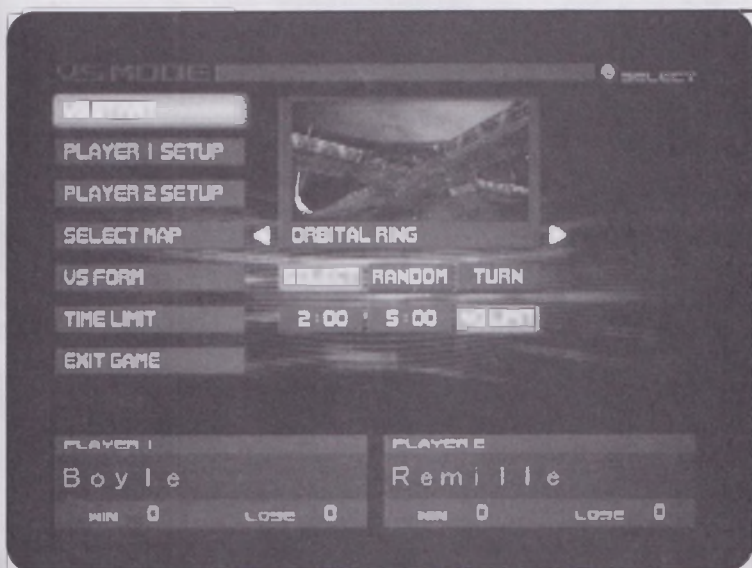
Zio Matrix headquarters, setting for a one-player mission featuring a fraught confrontation with Special Forces (“Zio City Suppression”), offers a maze of skyscrapers to hide in and snipe from. Camp out in the three sets of green city blocks, skipping from building to building as you await opportunities to ambush an opponent.

Within the three grassy areas you should take cover as soon as you can. The large Zio Matrix central structure, which can be ascended, affords the level’s finest sniping point. A number of scaffolding levels offer good vantages from which to take down grounded opponents.

Use the three freeways stretching into the distance to lure enemies from the combat area. Simply hide on the other side of the perimeter wall, pop up from cover to fire, and then blast opponents into the water or out of the area when they approach to investigate.



Two-Player Modes



Armored Core 2 allows two players to duke it out in the combat zone. The following table details the various versions of gameplay. The two-player options screen displays this information.

Option	Description
VS Start	Begins versus mode
Player 1 Setup	Player 1 can load, save, or adjust an AC unit prior to combat
Player 2 Setup	Player 2 can load, save, or adjust an AC unit prior to combat
Select Map	One of up to eight (split-screen) or 14 (linked) maps may be chosen
VS Form	Levels may be selected, chosen at random, or chosen in the order they appear on the map selection screen
Time Limit	Combat bouts may last two minutes, five minutes, or have no time limit
Exit Game	Exits to the initial Options screen

SPLIT-SCREEN VERSUS MODE

Armored Core 2's two multiplayer modes utilize the arenas. You will find both in the initial Options screen before you load or start a game. The first is a split-screen mode: Player 1 utilizes the left part of the screen and Player 2 uses the right to commence spectacular combat in a number of arenas. Because each player knows where the other is, combat is action-oriented rather than strategic.



LINKED VERSUS MODE

This is by far the most entertaining mode: you will need two PlayStation2 units, two TVs, two copies of *Armored Core 2*, and an I-link cable to play, but the full-screen combat experience is well worth it. Think of this as a one-player Arena mode with a human opponent. Position both screens so neither player can see what the other is doing. This affords exceptional combat and replay value. Choose your favorite, massively powered mech and battle your friends!



ARENA COMBAT RANKINGS



Contained within this missile is top-secret information on all aspects of the 49 rival AC units that await you in the Arena mode.

This is a battle to the death, with no room for mistakes. Once the battle is complete, a replay of the action is available to watch. Press **■** to change camera angles (behind your AC, behind the enemy AC, and bird's eye view).

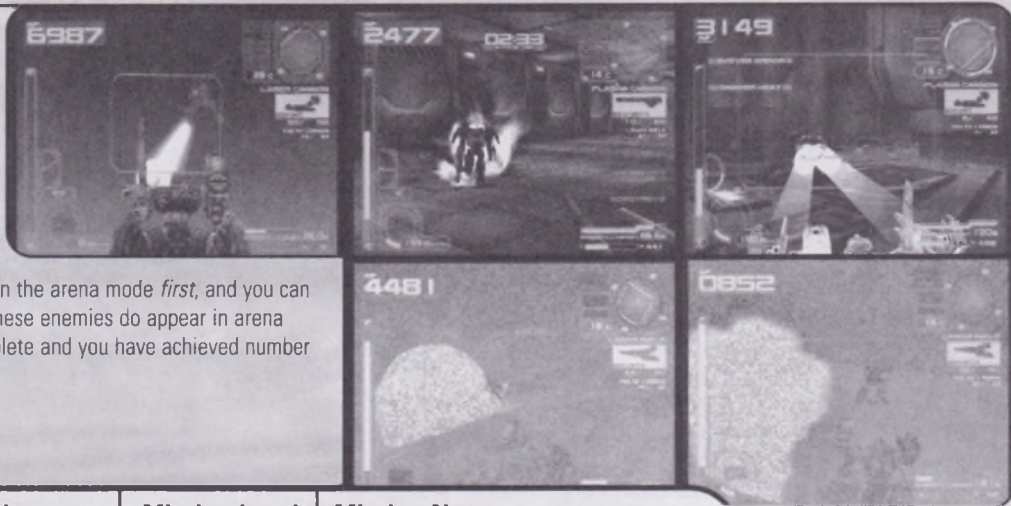
Press **×** to quit the replay.

You also may scroll down the list of arena combatants by groups of 10 (instead of scrolling past each foe individually): press **[L]** or **[R]** at the initial Arena screen, select an adversary, and then press **▲** for personal details.

The following pages offer details on each AC enemy's preferred attack, weak spots, and other secret information. Good luck in the combat zone, soldier!

WARNING! SOME RIVAL AC UNITS INITIALLY UNAVAILABLE!

Over the course of your arena battles, some foes may disappear from the rankings ladder and do not confront you. The following ranked arena opponents *do not appear* in arena combat once you have defeated or interacted with them in a mission-based melee. Challenge them to combat in the arena mode *first*, and you can face them in mission or sortie battle afterward. These enemies do appear in arena mode eventually—once all the missions are complete and you have achieved number one in the arena rankings.



Optional Enemy Battles

Rank	Pilot	AC Name	Mission Level	Mission Name
33	Castor	Universal Star	13	Guard Secret Information
32	Time Keeper	Infinity	29	Abort Missile Launch
25	Cruel Justice	Catastrophe	12	Escort Train
20	Helios	Red Fury	29	Abort Missile Launch
19	Bulk	Mass	20	Destroy Radar Base
16	Ever Fighter	Holy Mother	23	Attack Research Team
12	Brazen	Azure Sky No. 5	35	Infiltrate STAI Battleship
10	Strung	Judas	23	Attack Research Team



Additional AC Parts Acquired in Arena Battle

Nine AC parts appear automatically in your Garage inventory once you meet certain Arena mode objectives. Refer to the Inventory chapter for details on these items. The criteria for obtaining these parts follows here.

Arena Battle AC Parts List

Part Name	Stipulation
SP-0BRK	Player must reach rank number 40
DOX-ELENA	Player must reach rank number 30
ZEX-RS/HOUND	Player must reach rank number 20
INW-EM-RRD	Player must reach rank number 10
ZXR-S/STEALTH	Player must reach rank number 1
ZAW-SPLASH	Player must defeat "The Animal" (ranked number 5)
EWR-M60	Player must defeat "Grenstone" (ranked number 26) and have 10 Emeraude corporate points
ZWX-E90/MAC	Player must defeat "Divine Bloom" (ranked number 23) and have 6 Zio Matrix corporate points
ZWF-S/NIGHT	Player must defeat "Suave" (ranked number 15)



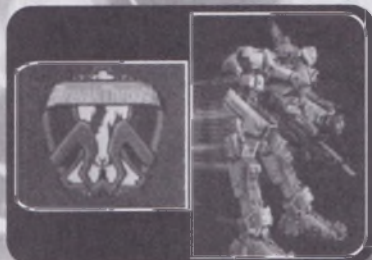
Eight new AC rivals ranked 58 to 51 appear in Arena mode once you both

complete all missions and reach number one status in the arena. Caution! Some of these rivals are highly skilled opponents. Note, however, that some of these new rivals could not

engage a blind three-legged Disorder unit without causing critical core meltdown to their own mech. These feeble opponents are listed after the initial 49.

Arena Ranking Ladder

49: LIGHT SEEKER



GARA
GENERAL

AC Name: **Breakthrough**
Reward: **2000 credits**

Personal File

A young Raven who aspires to become a Nine Breaker. He is unlikely to pull it off, but his confidence has won him many supporters.

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 6
Ammo: 1
Pilot Rank: 2

Equipment

Head: EHD-GARD
Core: ZCX-F/ROOK
Arms: EAN-50
Legs: ELB-A1001
Booster: EBT-GE
FCS: DOX-105
Generator: GPS-VA
Radiator: RPS-MER/SA
Inside: —
Extension: —

Weapons

Back Unit L: ZRS-554/BW
Back Unit R: —
Arm Unit L: ELS-2772
Arm Unit R: ZWG-RF/37

Remarks

A sluggish and rather embarrassing pilot with poor aim.

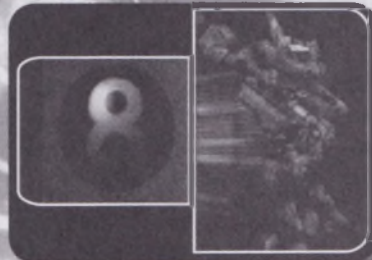


Tactics

At range, Light Seeker plods, firing his ZWG-RF/37 single-shot gun at you. You can dodge this easily, and even the slowest AC can out-strafe him. He usually stays on the ground, never uses his back weapon, and dashes and slashes only when approached. Circle and machine-gun this joker from a distance.



48: EIGHT BALL



GARA
GENERAL

AC Name: **Hustler Two**
Reward: **2500 credits**

Personal File

A token low-rank AC. It is poorly equipped and the pilot leaves much to be desired. He claims to be the heir of a legendary Raven, but this claim is highly suspect.

Data

Armor Points: 6
Offense: 2
Defense: 5
Mobility: 5
Ammo: 1
Pilot Rank: 2

Equipment

Head: EHD-NIGHTEYE
Core: ZCX-F/ROOK
Arms: EAN-S0
Legs: ZLN-XX0/TP
Booster: EBT-GE21000
FCS: DOX-105
Generator: HOY-B1000
Radiator: RRX-COT-1000
Inside: —
Extension: —

Weapons

Back Unit L: ZRS-554/BW
Back Unit R: EWM-S602
Arm Unit L: ELS-3443
Arm Unit R: EWG-HG-S1

Remarks

A slothful pilot who gets confused when circled in close proximity.

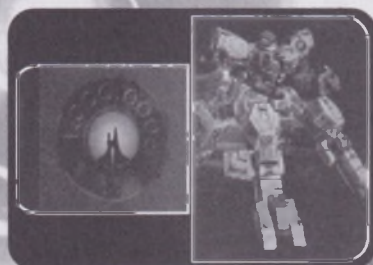


Tactics

Eight-Ball usually starts by firing off a couple of missiles—excellent if you stand on the higher ground of the Falna Crater. After this lackluster barrage, he aims with his EWG-HG-S1. Circle him and he will fire to the side of you. He jumps over you or swipes with a blade only very rarely.



47: LIVING DEAD



GARA
GENERAL

EXIT

AC Name: **Debtor**
Reward: **3000 credits**

Personal File

He has been forced into the arena to pay off gambling debts. His desperation makes him a fierce opponent, but a lack of skill hinders his chance to win.

Data

Armor Points: 6
Offense: 1
Defense: 5
Mobility: 8
Ammo: 10
Pilot Rank: 2

Equipment

Head: ZHD-06/RW
Core: ECM-XR00
Arms: EAN-MWZ
Legs: ELF-SOC61
Booster: EBT-GE
FCS: DOX-105
Generator: HOY-B1000
Radiator: RRX-COT-1000
Inside: —
Extension: —

Weapons

Back Unit L: —
Back Unit R: EM-SD120
Arm Unit L: —
Arm Unit R: EWG-MGSAW

Remarks

Your first actual challenge, this foe favors his EWG-MGSAW, and only that weapon.



Tactics

Purchase a mech with a little speed and strafe while boosting intermittently to avoid Living Dead's bursts of gunfire. He slowly strafes to the side, aiming and firing (once in a while he takes cover), but uses no airborne or close-assault antics. With your quicker turning, you can eliminate him with minimal difficulty.



46: SPLURGE



GARA
GENERAL

EXIT

AC Name: **Squanderer**
Reward: **3500 credits**

Personal File

This pilot boosts his AC's defense and mobility by equipping a shield and a floating leg base. A bad habit of wasting energy in combat has kept him from advancing.

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 8
Ammo: 1
Pilot Rank: 2

Equipment

Head: ZHD-GE/OHR
Core: ZCL-XA/2
Arms: EAN-1111
Legs: ZLR-EE/STOL
Booster: —
FCS: DOX-125
Generator: GPS-VA
Radiator: RPS-MB/MKD
Inside: —
Extension: —

Weapons

Back Unit L: —
Back Unit R: EWM-S602
Arm Unit L: EES-255S
Arm Unit R: EWG-XP1500

Remarks

A reasonable threat at long range, but inadequate in closer combat.



Tactics

Splurge's missiles are his calling card. Avoid them behind cover, or close the ground so he switches to his far less damaging hand-gun. He tends to dash in very close combat, so punish him from midrange. His left arm is a shield; thus, he has no sword, and no close-quarters comeback.



45: TOMBOY



GARA
GENERAL

EXIT

AC Name: **Wishingwell**
Reward: **4000 credits**

Personal File

This young girl joined the arena to earn money to care for her family. Her AC is poorly equipped and she has struggled to advance, but refuses to quit.

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 8
Ammo: 1
Pilot Rank: 2

Equipment

Head: EHD-GARD
Core: ECL-ONE
Arms: ZAN-303/S
Legs: ZLN-EK1/SRRT
Booster: EBT-GE2100
FCS: DOX-105
Generator: GR-XR/15000
Radiator: RRX-COT-1000
Inside: —
Extension: —

Weapons

Back Unit L: —
Back Unit R: EM-SD120
Arm Unit L: ELS-3443
Arm Unit R: EWG-HG-S1

Remarks

A quick but weakly armored mech with a penchant for boosting.

Tactics

Tomboy tries to close the gap immediately and spends most of her time jetting and firing, jetting and jumping, and jetting and straying into your firepower. Her initial boosts allow her to move past your targeting, but stay in visual range and pepper her mech, and perhaps find time for a close sword attack to finish.



44: PHAETHON



GARA
GENERAL

EXIT

AC Name: **Horizon**
Reward: **5000 credits**

Personal File

This brave pilot never runs from a fight, but lacks ability. His AC is well armored but this alone is unlikely to help him advance in rank.

Data

Armor Points: 8
Offense: 1
Defense: 5
Mobility: 5
Ammo: 2
Pilot Rank: 2

Equipment

Head: ZHD-MQ/EGRET
Core: ZCX-F/ROOK
Arms: EAN-CEX
Legs: ELN-2002AT
Booster: EBT-V55
FCS: DOX-105
Generator: HOY-B999
Radiator: RPS-MB/MKD
Inside: —
Extension: —

Weapons

Back Unit L: ZRS-554/BW
Back Unit R: ZWR-S/60
Arm Unit L: EES-777LAR
Arm Unit R: ZWG-RF/37

Remarks

Aiming and shielding is Phaethon's forte. Close the range to increase the damage.

Tactics

Phaethon's ZWG-RF/37 is reasonably accurate at range; try to close the gap, employing your right arm weapon as you do so, before slashing with a laser sword. Phaethon can dodge some incoming missiles, but circling him and unleashing a barrage is still effective.



43: VENOM



GARA
GENERAL

EXIT

AC Name: **Strike**
Reward: **5500 credits**

Personal File

Good mobility for a caterpillar-based AC. The pilot prefers to attack from the rear and does not fare well in head-on battles. He loses control under pressure.

Data

Armor Points: 6
Offense: 2
Defense: 5
Mobility: 6
Ammo: 1
Pilot Rank: 2

Equipment

Head: ZHD-8008/S
Core: ZCX-F/ROOK
Arms: ZAN-202/TEM
Legs: ZLC-M2/PIKE
Booster: —
FCS: DOX-105
Generator: HOY-B1000
Radiator: RRR-COT-1550
Inside: —
Extension: —

Weapons

Back Unit L: —
Back Unit R: EWM-S608
Arm Unit L: ELS-2772
Arm Unit R: EWG-GS970

Remarks

Venom is fast, considering his legs, but poor turning and limited boosting hinders his performance.



Tactics

Take him to a zone such as the Etal Base to pick Venom off from a distance with rockets while he negotiates buildings and streets. Close-in, he has the annoying habit of launching into the air; save your ordnance for the second he stops moving on landing. When he takes to the skies, jet back and attack.



42: WEREHOUND



GARA
GENERAL

EXIT

AC Name: **PK**
Reward: **6000 credits**

Personal File

He has the skills to go higher, but likes breaking in newcomers with potential, so he stays where he is. His AC is designed to inflict pain and sorrow on the weak.

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 6
Ammo: 3
Pilot Rank: 6

Equipment

Head: EHD-ONE-NT
Core: ZCL-XA/2
Arms: EAW-MG-03
Legs: ZLB-3322/OP
Booster: ZBT-GEX/3000
FCS: DOX-ALM
Generator: GR-XR/SEED
Radiator: RPS-MB/MKD
Inside: —
Extension: —

Weapons

Back Unit L: ZRS-554/BW
Back Unit R: ZWR-S/60
Arm Unit L: —
Arm Unit R: —

Remarks

A tricky adversary. A surefire way to victory is to fight fire with fire.



Tactics

Werehound's peppering gunfire can whittle you down to a blackened husk in minutes, and his maneuverability means you must bolt bigger weapons onto your unit. The EAW-DC10 arms allow you to fire at or very near to Werehound and inflict nasty damage. Keep hiding, strafing out to fire, and forcing yourself after him. Use cover and stay at range.



41: GRUDGE



GARA

EXIT

GENERAL

AC Name: **Revenge**
Reward: **6500 credits**

Personal File

His AC is of poor quality, but its missile-based attacks are impressive. Long-range skirmishes are his strength and he never forgets those he loses to.

Data

Armor Points: 4
Offense: 2
Defense: 5
Mobility: 8
Ammo: 1
Pilot Rank: 2

Equipment

Head: ZHD-AG/TURRET
Core: ZCL-XA/2
Arms: ZAN-303/S
Legs: ZLF-A3/CARM
Booster: EBT-GE2100
FCS: DOX-105
Generator: GR-XR/SEED
Radiator: RBG-CM6
Inside: —
Extension: —

Weapons

Back Unit L: ZWM-M24/1M1
Back Unit R: —
Arm Unit L: ELS-3443
Arm Unit R: ZWG-XP/400

Remarks

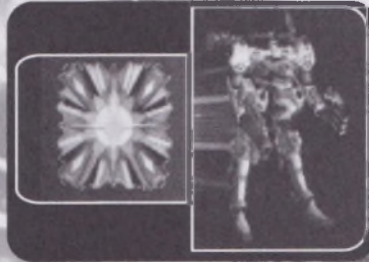
After three devastating rocket attacks, Grudge has no other real firepower. Use this to your advantage.

Tactics

Forcing Grudge to fire his three quad rockets early on (hopefully into the ground, or at a building you dodge behind) is the key to success. Choose an arena with cover and undulating ground (such as Malea Base) for plenty of cover and raised areas. Finish him at close range or after his rockets are spent.



40: PSYCHEDELIC



GARA

EXIT

GENERAL

AC Name: **Rainbow**
Reward: **7000 credits**

Personal File

This Raven likes to stand out, as you can tell by taking one look at his AC. His fighting style is erratic, but he gets lucky sometimes.

Data

Armor Points: 4
Offense: 2
Defense: 5
Mobility: 6
Ammo: 1
Pilot Rank: 2

Equipment

Head: EHD-WACS
Core: ZCL-XA/2
Arms: EAN-1111
Legs: ZLB-332/OP
Booster: ZBT-Z1/ARTERE
FCS: LODD-BLAZER
Generator: GR-XR/15000
Radiator: ROX-COT-1550
Inside: —
Extension: —

Weapons

Back Unit L: ZRS-554/BW
Back Unit R: ZWM-M24/1MU
Arm Unit L: ZLS-T/100
Arm Unit R: EWG-GS970

Remarks

Psychedelic delivers a heavy salvo of rockets and executes random Override Boosts. This should cause little concern to the arena professional.

Tactics

Psychedelic is only a threat at range (where his multimissiles can cause irreparable damage). He enjoys scooting out of range—and dodging your attacks—by overusing the Override Boost. Time your shots to hit him just as he is about to start or complete a boost, and close in to closer range for the kill.



39: THE ENGINEER



GARA

GENERAL

EXIT

AC Name: **Full Metal**
Reward: **7500 credits**

Personal File

An AC engineer who joins the Arena to conduct research. He claims his AC and tactics are based on logical calculations. His performance however, does not reflect this.

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 8
Ammo: 2
Pilot Rank: 2

Equipment

Head: EHD-GN-92
Core: ECL-ONE
Arms: ZAN-202/TEM
Legs: ZLR-K196/RJ
Booster: —
FCS: DOX-ALM
Generator: GR-XR/SEED
Radiator: RBG-CM6
Inside: —
Extension: —

Weapons

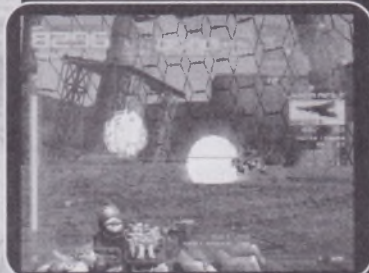
Back Unit L: —
Back Unit R: EWM-S612
Arm Unit L: —
Arm Unit R: EWG-RF-M35

Remarks

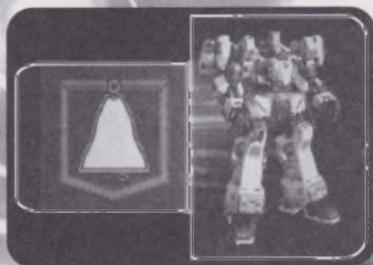
Logically, this pilot shouldn't be allowed near an AC unit.

Tactics

Slow, unable to boost upward or fly, the Engineer begins by heading upward slightly, but then attempts slowly to engage you in combat using a missile launcher and low-damage rifle rounds. Simply call this opponent into an arena without cover and turn constantly while bombarding him with pulse cannon fire.



38: PROPHET



GARA

GENERAL

EXIT

AC Name: **Punishment**
Reward: **8000 credits**

Personal File

A self-proclaimed messiah bent on saving Ravens he feels are possessed. His heavily armed AC lacks mobility, but defeats mediocre opponents easily.

Data

Armor Points: 8
Offense: 5
Defense: 6
Mobility: 4
Ammo: 1
Pilot Rank: 4

Equipment

Head: ZHD-AG/TURRET
Core: ZCH-GR/1
Arms: ZAN-AX/WISE
Legs: ELN-STVM
Booster: EBT-GE2100
FCS: DOX-125
Generator: GPS-VN2
Radiator: RPS-MB/MKD
Inside: —
Extension: —

Weapons

Back Unit L: EMW-M444
Back Unit R: EMW-M444
Arm Unit L: LS-MOONLIGHT
Arm Unit R: ZWG-XP/400

Remarks

This AC's left arm unit can inflict heavy damage. Make sure it never uses it.

Tactics

Launch a full-on assault with vertical missiles (coupled with Extensive relation missiles) and Phophet won't even have time to use his damaging sword attack or his hopping sidestep jumps. As soon as he nears, take to the sky, or even thinks about firing, demolish him from range. His slow AC will be his undoing.



37: POLLUX



GARA
GENERAL

EXIT

AC Name: **Cosmic Star**
Reward: **8500 credits**

Personal File

Youngest of two brothers famous in the arena. Having been compared to his older brother all his life, he's extremely competitive. He hates his older brother.

Data

Armor Points: 4
Offense: 2
Defense: 5
Mobility: 8
Ammo: 2
Pilot Rank: 4

Equipment

Head: ZHD-GE/OHR
Core: ZCL-XA/2
Arms: ZAN-303/S
Legs: ZLN-WA02/SS
Booster: EBT-GR4300
FCS: DOX-ALM
Generator: HOY-B999
Radiator: RPS-MER/SA
Inside: —
Extension: ZEX-RS/HOUND

Weapons

Back Unit L: EWM-S608
Back Unit R: ZWR-S/60
Arm Unit L: —
Arm Unit R: EWG-HG-ART

Remarks

This airborne fiend picks apart the slow and those who cannot target him.

Tactics

Pollux shoots heavenward from the very beginning, and proves to be a gigantic pain throughout the fight—if you let him. He is constantly in the air, firing a missile or two, but his real strength lies in his EWG-HG-ART. He bounds over you, and while you try and locate him, he blasts you. Try launching missile salvos from extreme range and dodging his rockets for the safest takedown.



36: DEATH MERCHANT



GARA
GENERAL

EXIT

AC Name: **Demo**
Reward: **9000 credits**

Personal File

A salesman, he joins the arena to advertise his products. By showing off his very best parts, he hopes to entice people into making large purchases.

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 7
Ammo: 1
Pilot Rank: 4

Equipment

Head: EHD-ONE-NT
Core: ECL-ONE
Arms: EAN-02-BG
Legs: ZLR-MOC200/FG
Booster: —
FCS: LODD-BLAZER
Generator: GR-XR/15000
Radiator: RBG-CM6
Inside: INW-DEC-00A
Extension: BEX-BB210

Weapons

Back Unit L: EM-SD120
Back Unit R: ZWR-R/OCTOPUS
Arm Unit L: ZES-99/MIRROR
Arm Unit R: ZWG-SRF/8

Remarks

This AC is overequipped with gadgetry, but it lacks the mobility—and its pilot lacks the skill—to profit from it.

Tactics

The Death Merchant's slow (but highly damaging) rocket is easy to sidestep, leaving you only his weaker ZWG-SRF/8 rifle and a shield. Keep circling him, firing off pulse or missile rounds; he may be shielded from some hits, but keep him targeted, and these attacks soon get through. Avoid his mines.



35: FUNNEL



GARA
GENERAL

EXIT

AC Name: **Earth Rize**
Reward: **9500 credits**

Personal File

A Raven who speaks of Earth restoration, he accepts donations from supporters, but no one knows where the money goes. He does use expensive parts.

Data

Armor Points: 4
Offense: 2
Defense: 5
Mobility: 9
Ammo: 1
Pilot Rank: 6

Equipment

Head: ZHD-06/RW
Core: ZCL-XA/2
Arms: EAN-02-BG
Legs: ZLR-ZIO/MATRIX
Booster: —
FCS: DOX-PG2
Generator: HOY-B999
Radiator: RBG-CM6
Inside: —
Extension: EEX-AM45

Weapons

Back Unit L: ZWX-IV/PURSUIT
Back Unit R: ZWX-IV/PURSUIT
Arm Unit L: ELS-3443
Arm Unit R: ZWG-SRF/8

Remarks

Despite excellent mobility, Funnel's inability to strafe leaves him open to numerous types of attack.

Tactics

Target missiles at Funnel from behind cover of buildings (or simply boost away) to avoid his own barrage for a straightforward victory. Once you spot the regular missile launch pod, take cover. His rifle is damaging, but should cause you no concern once you circle around, keeping him in your missile sights.



34: MALPRACTICE



GARA
GENERAL

EXIT

AC Name: **Ambulance**
Reward: **10000 credits**

Personal File

This pilot equips a powerful shotgun that proves deadly in close combat. His AC is so mobile it leaves opponents absolutely no room for error.

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 8
Ammo: 1
Pilot Rank: 6

Equipment

Head: EHD-GARD
Core: ECL-ONE
Arms: EAN-1111
Legs: ZLR-EE/STOL
Booster: —
FCS: VERTEX-124/EE
Generator: GPS-BVX/10
Radiator: RPS-MB/MKD
Inside: —
Extension: —

Weapons

Back Unit L: ZWC-LNT/250
Back Unit R: EWM-S602
Arm Unit L: ZES-500/SU
Arm Unit R: EWG-GSH8

Remarks

This opponent is mobile, but lacks a killer instinct. Get in a couple of good pulse-cannon shots to end this in seconds.

Tactics

Here is another AC unit with a penchant for taking to the skies. This time, however, the ordnance raining down is easily shrugged off. If you can time a pulse-cannon shot to hit Malpractice as he lands or while he turns, you can drop him in about 10 seconds. Once damaged, he tries only to escape.



33: CASTOR



GARA

EXIT

GENERAL

AC Name: **Universal Star**
Reward: **10500 credits**

Personal File

Eldest of two brothers famous in the arena. Having been compared to his little brother all his life, he's become extremely competitive. He hates his younger brother.

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 8
Ammo: 2
Pilot Rank: 4

Equipment

Head: ZHD-GE/OHR
Core: ZCL-XA/2
Arms: ZAN-303/S
Legs: ZLN-WA02/SS
Booster: EBT-GR4300
FCS: DOX-ALM
Generator: HOY-B999
Radiator: RPS-MER/SA
Inside: —
Extension: ZEX-AL/REX

Weapons

Back Unit L: ZRS-554/BW
Back Unit R: EWC-XP0808
Arm Unit L: EES-255S
Arm Unit R: EWG-XP1500

Remarks

If you have encountered the remains of Universal Star (destroyed by Remille and Boyle in "Guard Secret Information"), it does not appear initially.

Tactics

Castor's gunfire is feeble at range, and although he is nimble, once you plant a pulse cannon on him (or rockets, or perhaps pepper him with machine-gun fire), his AC starts to fail, allowing you to pump in more rounds. Four hits is all it takes. Choose the Battle Dome for a short and amusingly violent fight.



32: TIME KEEPER



GARA

EXIT

GENERAL

AC Name: **Infinity**
Reward: **11000 credits**

Personal File

This perfectionist is so obsessed with time that he calculates his actions down to the second. Always seeking ways to save time, his tactics focus on speed.

Data

Armor Points: 4
Offense: 2
Defense: 5
Mobility: 7
Ammo: 1
Pilot Rank: 4

Equipment

Head: EHD-ONE-NT
Core: ZCL-XA/2
Arms: ZAN-202/TEM
Legs: ELB-5005B
Booster: ZBT-Z1/ARTERE
FCS: DOX-ELENA
Generator: GR-XR/SEED
Radiator: RBG-CM6
Inside: —
Extension: BEX-BB210

Weapons

Back Unit L: EWR-M60
Back Unit R: EM-SD120
Arm Unit L: ELS-2772
Arm Unit R: ZWG-HG/111

Remarks

If you have engaged Infinity in combat during the course of your missions (Abort Missile Launch), it does not appear initially.

Tactics

Time Keeper is tricky and keeps moving fast. Avoid his rockets with quick reflexes and strafing. Continue this pattern, laying gunfire into him, and follow him when he takes to the skies. Either jet away, or keep targeting him. He is not so quick that multiple missile barrages will not inflict considerable damage.



31: AMNESIA



GARA

EXIT

GENERAL

AC Name: **Mnemonic**
Reward: **11500 credits**

Personal File

Amnesia has returned to the arena only recently after an accident in which he lost his memory. His skills, returning gradually, show how good he once was.

Data

Armor Points: 3
Offense: 4
Defense: 5
Mobility: 9
Ammo: 1
Pilot Rank: 6

Equipment

Head: EHD-DOME
Core: ZCL-XA/2
Arms: ZAW-LC/NPM
Legs: ZLF-TR05/INTS
Booster: ZBT-H4/T
FCS: DOX-105
Generator: GR-XR/SEED
Radiator: RRX-COT-1000
Inside: —
Extension: EEX-AM45

Weapons

Back Unit L: EWM-S602
Back Unit R: ZWR-S/60
Arm Unit L: —
Arm Unit R: —

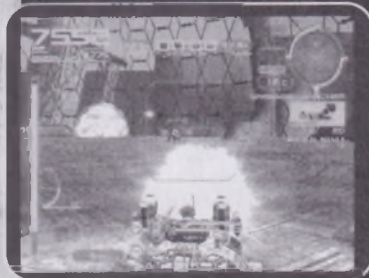
Remarks

Although missile attacks are next to useless, pulse-cannon attacks cause Amnesia massive problems.

Tactics

This opponent is quick and able to strafe while hopping. He sometimes tries to override-boost out of the way in the air. Keep your finger pressed on **■** as the level loads and strike with the most damaging and quickest firing gun you have to finish him within 10 seconds.

That pulse cannon is invaluable!



30: CHIMERA



GARA

EXIT

GENERAL

AC Name: **Tribunal**
Reward: **12000 credits**

Personal File

Tribunal is a heavily armed four-legged AC. No one escapes the missile swarms launched from its shoulders. The fury of Chimera's attacks strikes fear into those below.

Data

Armor Points: 6
Offense: 7
Defense: 5
Mobility: 7
Ammo: 1
Pilot Rank: 4

Equipment

Head: ZHD-06-RW
Core: ECM-XR00
Arms: EAN-S0
Legs: ELF-XX33
Booster: ZBT-Z1/ARTERE
FCS: LODD-8
Generator: HOY-B999
Radiator: RPS-MER/SA
Inside: —
Extension: —

Weapons

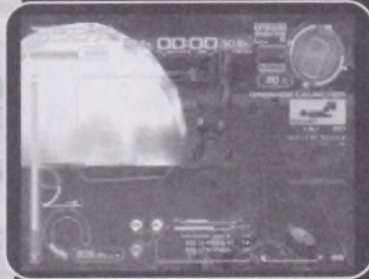
Back Unit L: ZWM-M24/1MU
Back Unit R: ZWM-M24/1MU
Arm Unit L: ELS-3443
Arm Unit R: EWG-HC-GN210

Remarks

This AC wields an incredible amount of killing ordinance, with high armor to boot. Always keep it in your sights.

Tactics

Chimera is an impressive foe, but one you can dispatch by using the same type of weapons he carries. Aim and launch vertical missiles (with relation missiles locked on, as well), followed up with your weapon mainstay, the pulse cannon. Follow Chimera as soon as he takes to the skies, as he loves to sneak behind and use his pulse cannons on your exhaust pipe.



29: HADES



GARA
GENERAL

EXIT

AC Name: **Latitude**
Reward: **12500 credits**

Personal File

Hades is half of an AC team known as Hell Fire. They are said to be invincible when paired, but they seem to fare less well in one-on-one arena combat.

Data

Armor Points: 6
Offense: 8
Defense: 5
Mobility: 6
Ammo: 1
Pilot Rank: 4

Equipment

Head: EHD-NIGHTEYE
Core: ECL-ONE
Arms: EAW-H801
Legs: ELC-D1S1
Booster: —
FCS: LODD-BLAZER
Generator: GR-XR/SEED
Radiator: RBG-CM6
Inside: IMW-EM-RRD
Extension: BEX-BRM-02

Weapons

Back Unit L: ZWC-IR/FLUX
Back Unit R: ZMC-IR/FLUX
Arm Unit L: —
Arm Unit R: —

Remarks

This is a confused and terrible foe. Aside from some slight airborne frivolity, Hades is a pushover.

Tactics

Hades may have the ordinance of a heavily armored battle cruiser, but his sluggish rate of movement and all-around confusion render him all but useless. Choose the Battle Dome and fire pulse-cannon rounds at him from a distance and when he lands after his pathetic jet attempts. This is one victory you can secure without a scratch.



28: CERBERUS



GARA
GENERAL

EXIT

AC Name: **Longitude**
Reward: **13000 credits**

Personal File

This opponent is half of an AC team known as Hell Fire. They are said to be invincible when paired, but seem to fare less well in one-on-one Arena combat.

Data

Armor Points: 6
Offense: 1
Defense: 5
Mobility: 8
Ammo: 10
Pilot Rank: 4

Equipment

Head: EHD-NIGHTEYE
Core: ZCX-F/ROOK
Arms: EAN-S0
Legs: ELF-SOC61
Booster: ZBT-GEX/3000
FCS: VERTEX-750/W
Generator: GR-XR/SEED
Radiator: RBG-CM6
Inside: —
Extension: —

Weapons

Back Unit L: EWX-BAL4
Back Unit R: EWX-BAL4
Arm Unit L: EES-255S
Arm Unit R: EWG-MGSAW

Remarks

Cerberus demonstrates rudimentary skill, but has a slow turn and is easy to discourage.

Tactics

The brother of Hades is actually awake at the controls, and the same tactics won't work this time. Instead, take evasive action (that's strafing) to avoid the missiles, and as he zooms in, slam a pulse-cannon round into him. This knocks him sideways, allowing you to pour on more attacks. Finish with vertical missiles.



27: DR. SIMON



GARA
GENERAL

EXIT

AC Name: **Element 126**
Reward: **13500 credits**

Personal File

Element 126 is piloted by a scientist who uses an AI program to give him an edge in battle. His meticulous calculations serve him well.

Data

Armor Points: 6
Offense: 4
Defense: 5
Mobility: 5
Ammo: 1
Pilot Rank: 6

Equipment

Head: EHD-WACS
Core: ECM-XR00
Arms: EAN-2112
Legs: ELN-02A
Booster: EBT-GR4300
FCS: DOX-PG2
Generator: HOY-B999
Radiator: RBG-CM6
Inside: INW-DEC-MQ2
Extension: BEX-BD150

Weapons

Back Unit L: ZWM-M24/1M1
Back Unit R: ZWR-S/60
Arm Unit L: ELS-3443
Arm Unit R: EWG-HG-S1

Remarks

Despite his meticulous calculations, this foe finds rainwater ducts a problem to navigate.

Tactics

Retaliating to its lightly damaging EWG-HG-S1 with the dual pulse cannon can knock this mech into the belowground rainwater duct around the monument. From there, it becomes a matter of firing salvos as Dr. Simon attempts to extract himself from his watery tomb. Avoid his mines and keep piling on the attacks



26: GRENSTONE



GARA
GENERAL

EXIT

AC Name: **Billboard**
Reward: **14000 credits**

Personal File

Greenstone uses his AC as a billboard for sponsors' ads. He milks his arena time for all he can get. Even so, he is a very capable pilot.

Data

Armor Points: 6
Offense: 4
Defense: 6
Mobility: 5
Ammo: 2
Pilot Rank: 8

Equipment

Head: EHD-GN-92
Core: ZCX-F/ROOK
Arms: EAN-S0
Legs: ZLN-XA1/FA
Booster: EBT-V55
FCS: LODD-QHT
Generator: HOY-B1000
Radiator: RPS-MER/A3
Inside: —
Extension: —

Weapons

Back Unit L: EWC-XP0808
Back Unit R: EWM-M444
Arm Unit L: ZLS-T/100
Arm Unit R: EWG-RF-M15

Remarks

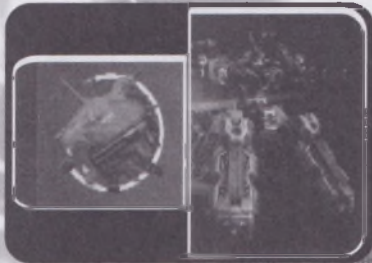
Experienced pilots may find this agile and cunning warrior their first real threat in this arena.

Tactics

A poor offensive pilot, Grenstone can dodge missiles, pulse-cannon rounds, and just about anything else, and takes delight in jetting away from your attacks. Worry only if you lose sight of him when he flies around. Combat Grenstone by firing missiles (for example). This usually causes him to boost (or override-boost) out of the way. Pummel him the second he stops moving.



25: CRUEL JUSTICE



GARA
GENERAL

EXIT

AC Name: **Catastrophe**
Reward: **15000 credits**

Personal File

This terrorist places little value on the lives of those who would interfere with his plans. He is the prime suspect in a number of violent crimes on Mars.

Data

Armor Points: 4
Offense: 4
Defense: 5
Mobility: 8
Ammo: 4
Pilot Rank: 6

Equipment

Head: ZHD-2000/SV
Core: ECM-XR00
Arms: EAW-DC10
Legs: ELF-DEX-2F
Booster: EBT-GR4300
FCS: LODD-BLAZER
Generator: GR-XR/SEED
Radiator: RPS-MER/SA
Inside: —
Extension: ZEX-AL/REX

Weapons

Back Unit L: EWC-CNG4000
Back Unit R: ZWR-S/60
Arm Unit L: —
Arm Unit R: —

Remarks

If you have engaged Catastrophe in combat during the course of your missions (Escort Train), he does not appear initially.

**Tactics**

Sidestep his extremely large rockets before Catastrophe arrives himself. Although he is armed with one of the game's most powerful weapons, you can take him down quickly and effectively by hiding behind a structure, strafing out to hit him, and moving back behind cover. Keep at midrange and jet away if he tries to move behind you.



24: BLOOD STRIKER



GARA
GENERAL

EXIT

AC Name: **Bullet Dragon**
Reward: **16500 credits**

Personal File

This AC's pilot has a penchant for machine guns and the sound they unleash when fired. Keeping his weapons loaded is his only real concern.

Data

Armor Points: 6
Offense: 1
Defense: 5
Mobility: 5
Ammo: 5
Pilot Rank: 6

Equipment

Head: ZHD-8008/S
Core: ECM-XR00
Arms: EAN-1111
Legs: ELN-2002AT
Booster: EBT-GE2100
FCS: DOX-125
Generator: GR-XR/15000
Radiator: RRX-COT-1000
Inside: —
Extension: —

Weapons

Back Unit L: EWX-GCN77-4
Back Unit R: EWX-GCN77-4
Arm Unit L: —
Arm Unit R: EMG-MGA2

Remarks

Using ammunition by the dropshipload, Blood Striker hates cover and pursues his opponents relentlessly.

**Tactics**

Choose a stage with a fair amount of cover to hide in, and pop out only to fire large, quick salvos of ordinance. To inflict heavy damage, fire immediately, and then move to cover. Turning quickly along with him and keep him in your sights. He is not as fast as you might think.



23: DIVINE BLOOM



GARA
GENERAL

AC Name: **Sweet Eden**
Reward: **18000 credits**

Personal File

This striking Raven possesses top-notch skills and enjoys a huge following. He confuses his enemies with aerial maneuvers before delivering an elegant finish.

Data

Armor Points: 4
Offense: 3
Defense: 5
Mobility: 8
Ammo: 10
Pilot Rank: 6

Equipment

Head: ZHD-2000/SV
Core: ZCL-XA/2
Arms: ZAN-202-TEM
Legs: ZLF-A3/CARM
Booster: EBT-GR4300
FCS: DOX-ALM
Generator: GPS-BVX/10
Radiator: RBG-MB/MKD
Inside: —
Extension: —

Weapons

Back Unit L: EWM-S608
Back Unit R: ZWM-LD2/1DA
Arm Unit L: ZLS-T/100
Arm Unit R: EWG-MGSAW

Remarks

Divine Bloom is a little too competent to take out with pulse cannons. Use a rapid-firing weapon, instead.



Tactics

Divine Bloom is a little too rapid for pulse cannons. Try a machine gun, back away if he shoots skyward, dodging the bullets overhead, and rely on missile to cripple him before finishing with bullets.



22: SUPER SONIC



GARA
GENERAL

AC Name: **Laser Blade**
Reward: **19500 credits**

Personal File

This AC's pilot is happy only when traveling at breakneck speeds. He invests all his prize money in optimizing his AC's speed, which is already the arena's fastest.

Data

Armor Points: 4
Offense: 4
Defense: 5
Mobility: 9
Ammo: 5
Pilot Rank: 6

Equipment

Head: ZHD-2000/SV
Core: ZCL-XA/2
Arms: ZAN-202-TEM
Legs: ZLR-TII/BUB
Booster: —
FCS: DOX-ALM
Generator: GR-XR/SEED
Radiator: RBG-CM6
Inside: —
Extension: —

Weapons

Back Unit L: EWC-XP0808
Back Unit R: EWC-XP0808
Arm Unit L: ZLS-T/100
Arm Unit R: EWG-MGA2

Remarks

You will have a hard time catching this speedy mech, and a worse time dodging its bullets. Catch it in a missile storm.



Tactics

Slow Super Sonic with a barrage of missiles. This gives you time to quickly switch weapons and machine-gun (or pulse-cannon) him, but watch his AC's excellent dodging ability. Catch him with a larger weapon just as he stops and strafes the other way. He sometimes becomes confused and strafes into a building. Use this opportunity to take him down.



21: SAMSARA



GARA
GENERAL

EXIT

AC Name: **The Bully**
Reward: **21000 credits**

Personal File

Samsara derives great pleasure from defeating would-be Ravens and has dashed the hopes of many aspiring pilots. He is considered a daunting obstacle.

Data

Armor Points: 6
Offense: 5
Defense: 5
Mobility: 5
Ammo: 1
Pilot Rank: 8

Equipment

Head: ZHD-8008/S
Core: ZCX-F/ROOK
Arms: EAN-2112
Legs: ELN-02A
Booster: ZBT-H4/T
FCS: VERTEX-124/EE
Generator: GPS-BVX/10
Radiator: RPS-MB/MKD
Inside: —
Extension: ZEX-AL-REX

Weapons

Back Unit L: —
Back Unit R: ZWM-M24/1M1
Arm Unit L: ZLS-T/100
Arm Unit R: ZWG-HC-IR/K99

Remarks

This highly skilled and fast-moving mech is vulnerable just prior to and after jetting.

**Tactics**

A large, fast, single-hit projectile works against Samsara. In fact, his own hand weapon (the ZWG-HC-IR/K99) is an excellent choice. This pilot override-boosts constantly. This makes him hard to pin down, so wait until he is about to boost, or has just finished boosting, when he is at his most vulnerable. The rest of the time, strafe and hide.



20: HELIOS



GARA
GENERAL

EXIT

AC Name: **Red Fury**
Reward: **22500 credits**

Personal File

Piloted by a young Martian native, this AC can engulf opponents in searing flames. The pilot believes it is newcomers who endanger stability on Mars.

Data

Armor Points: 6
Offense: 9
Defense: 6
Mobility: 5
Ammo: 8
Pilot Rank: 6

Equipment

Head: ZHD-2000/SV
Core: ECH-D4
Arms: EAN-D4
Legs: EAN-CEX
Booster: ZBT-21/ARTERE
FCS: LODD-BLAZER
Generator: GR-XR/SEED
Radiator: RRX-COT-1000
Inside: —
Extension: BEX-BB210

Weapons

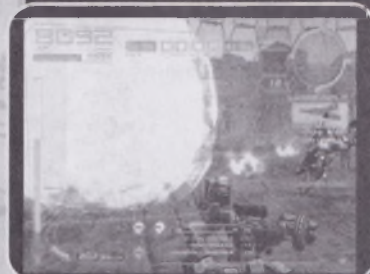
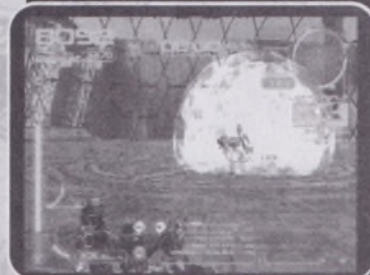
Back Unit L: EWR-L24
Back Unit R: EWC-GN44-AC
Arm Unit L: ELS-3443
Arm Unit R: EWG-FTG500

Remarks

If you have engaged Red Fury in combat during the course of your missions (Abort Missile Launch), it does not appear initially.

**Tactics**

Helios has a major flaw: she is vulnerable to the KARASAWA-MK2 and other quick-firing pulse weapons. You can destroy her without even a scratch by dodging her poorly aimed rockets and planting pulse round after pulse round in her. Stay at range: she has no more ranged weapons. Watch that flamethrower!



19: BULK



GARA
GENERAL

EXIT

AC Name: **Mass**
Reward: **23500 credits**

Personal File

Bulk uses a durable, caterpillar-based AC and employs defensive tactics while waiting for the enemy to run out of ammo. Self-preservation is this pilot's priority.

Data

Armor Points: 8
Offense: 2
Defense: 5
Mobility: 6
Ammo: 1
Pilot Rank: 6

Equipment

Head: ZHD-AG/TURRET
Core: ZCH-GR/1
Arms: EAW-BZD
Legs: ELC-D1S1
Booster: —
FCS: VERTEX-124/EE
Generator: HOY-BV2500
Radiator: RRX-COT-GK10
Inside: —
Extension: BEX-BAMS-287

Weapons

Back Unit L: BRS-B-OSPREY
Back Unit R: ZWC-LNT/250
Arm Unit L: —
Arm Unit R: —

Remarks

If you have engaged Mass in combat during the course of your missions (Destroy Radar Base), it does not appear initially.

Tactics

Exhausting the enemy's ammunition is not a cunning plan, and allows you to aim at the constantly moving Mass. Mass is not quick enough to avoid pulse- or grenade-cannon shots, making it an easy target. Hit Bulk just as he finishes boosting, or lands after jetting about. You can dodge his rockets and other ammunition easily.



18: HELZEHEN



GARA
GENERAL

EXIT

AC Name: **Scholar**
Reward: **24500 credits**

Personal File

This educated Raven researches tactics based on calculations. He gets results, but they are not always reliable. Helzehen enjoys collecting ancient war manuscripts.

Data

Armor Points: 6
Offense: 3
Defense: 5
Mobility: 5
Ammo: 1
Pilot Rank: 8

Equipment

Head: ZHD-MO/EGRET
Core: ECL-ONE
Arms: ZAN-202/TEM
Legs: ZLB-7744/VAT
Booster: ZBT-H4/T
FCS: DOX-ALM
Generator: GPS-BVX/10
Radiator: RBG-CM6
Inside: INW-EM-RRD
Extension: BEX-BRM-02

Weapons

Back Unit L: EWX-VLS241
Back Unit R: EWX-VLS241
Arm Unit L: ZLS-400/SL
Arm Unit R: ZWG-XP/400

Remarks

Fast and agile, Scholar whittles down your energy. Close in for the kill, and trap it.

Tactics

Trapping Scholar in scenery is the easiest way to secure a victory. Follow closely while keeping it constantly in your sights. Helzehen is not that aggressive, so you can fire once to aim, and then fire again, and the pulse or grenade round will hit. Keep moving, however. Slow mechs will have problems against this opponent.



17: HIGHER FORCE



GARA
GENERAL

EXIT

AC Name: **Bipolar**
Reward: **25000 credits**

Personal File

Higher Force equips Bipolar with caterpillar leg parts well suited for a variety of conditions. A balanced arsenal and powerful shield round out the AC and provide endurance.

Data

Armor Points: 8
Offense: 2
Defense: 6
Mobility: 5
Ammo: 4
Pilot Rank: 6

Equipment

Head: EHD-DOME
Core: ECH-D4
Arms: EAN-MWZ
Legs: ELC-MLK0303
Booster: —
FCS: DOX-ALM
Generator: HOY-BV2500
Radiator: RPS-MER/SA
Inside: —
Extension: EEX-AM45

Weapons

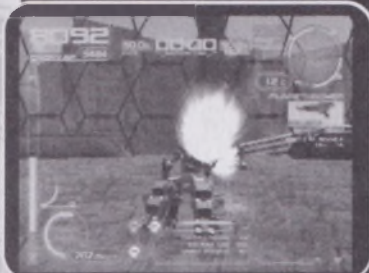
Back Unit L: EWM-S608
Back Unit R: EWC-XP0808
Arm Unit L: EES-777LAR
Arm Unit R: ZWG-AR/K

Remarks

If this foe manages to shake off all your ranged weaponry, try a different tactic—close-combat flames.

**Tactics**

An extremely erratic and dangerous character, Higher Force calms a little at close range, which is where you should be. Arm yourself with a flamethrower and a recommended laser sword and jet around until Higher Force settles down. Then strafe around while grilling him and swiping with your sword from time to time.



16: EVER FIGHTER



AC Name: **Holy Mother**
Reward: **26000 credits**

GARA
GENERAL

EXIT

age. Ever Fighter is a survivor from a time gone by.

Data

Armor Points: 6
Offense: 3
Defense: 5
Mobility: 5
Ammo: 3
Pilot Rank: 6

Equipment

Head: EHD-NIGHTEYE
Core: ECL-ONE
Arms: EAN-CEX
Legs: ELN-02A
Booster: EBT-GE2100
FCS: LODD-OHT
Generator: GR-XR/SEED
Radiator: RPS-MB/MKD
Inside: —
Extension: BEX-BAMS-287

Weapons

Back Unit L: ZWR-S/60
Back Unit R: EWM-S612
Arm Unit L: ELS-3443
Arm Unit R: EWG-RF-M35

Remarks

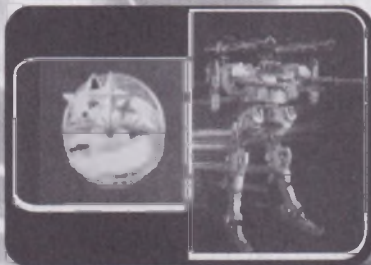
If you have engaged Holy Mother in combat during the course of your missions (Attack Research Team), it does not appear initially.

**Tactics**

Holy Mother proves deadly to opponents who use missiles. Instead, try an EWX-GCN77-4 Gatling cannon with your pulse or grenade cannons and summon Holy Mother to an arena with some degree of cover. Victory is only a matter of peppering this AC at range as it moves out of cover, while keeping yourself hidden.



15: SUAVE



GARA
GENERAL

EXIT

AC Name: **Pussy Cat**
Reward: **27000 credits**

Personal File

Suave is the son of a wealthy industrialist. His AC's expensive parts are not just for looks, however, and Pussy Cat proves quite deadly in Suave's capable hands.

Data

Armor Points: 4
Offense: 8
Defense: 5
Mobility: 6
Ammo: 1
Pilot Rank: 8

Equipment

Head: EHD-ONE-NT
Core: ECH-D4
Arms: EAW-DC10
Legs: ZLB-3322/OP
Booster: EBT-GR4300
FCS: LODD-QHT
Generator: GPS-BVX/10
Radiator: RPS-MER/A3
Inside: —
Extension: BEX-BAMS-287

Weapons

Back Unit L: ZWX-E90/MAC
Back Unit R: ZWX-E90/MAC
Arm Unit L: —
Arm Unit R: —

Remarks

Although this foe is reasonably agile and packs a considerable punch, a pilot skilled in evasive action can destroy him.

Tactics

Suave may be the most pretentious Raven, but he is also one of the easiest to defeat. Summon him to the Battle Dome, press and hold ■ for the free initial hit, and then launch another as he starts to move. Keep sidestepping his plasma cannon. Hit him as he turns, stops, and lands. Ace pilots can take Suave down without suffering any damage.



14: KEN HAYABUSA



GARA
GENERAL

EXIT

AC Name: **Model D**
Reward: **28000 credits**

Personal File

Known for being frugal, this pilot equips cheap AC parts. His skills make up for the poor equipment, but he'd rank higher if he were better equipped.

Data

Armor Points: 4
Offense: 2
Defense: 5
Mobility: 5
Ammo: 3
Pilot Rank: 8

Equipment

Head: EHD-GARD
Core: ECM-XR00
Arms: EAN-S0
Legs: ZLN-XX0/TP
Booster: EBT-GE2100
FCS: DOX-ALM
Generator: GR-XR/15000
Radiator: RRX-COT-1000
Inside: —
Extension: —

Weapons

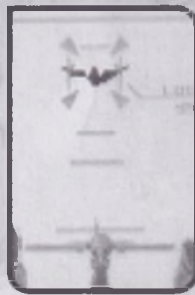
Back Unit L: EWM-S602
Back Unit R: EWM-S612
Arm Unit L: ELS-2772
Arm Unit R: ZWG-AR/K

Remarks

This foe is fast and able to zigzag skillfully, but his AC lacks long-range offensive power.

Tactics

Ken tends to be most proficient at mid- to close range. Thus, your Gatling cannon and pulse or grenade weapons—if fired while constantly targeting this eel of an AC pilot—are your best bets. Indeed, you can shoot the AC out of the air with the Gatling cannon. Watch Ken's sword attacks at close range. Keep him at a distance.



13: STOIC



GARA
GENERAL

EXIT

AC Name: **Anesthetic**
Reward: **31500 credits**

Personal File

As a youth, Stoic was involved in a spaceship crash that killed many people. He has blocked all memories of the event and since has become an emotionless warrior.

Data

Armor Points: 3
Offense: 10
Defense: 5
Mobility: 8
Ammo: 1
Pilot Rank: 8

Equipment

Head: EHD-WACS
Core: ECL-ONE
Arms: EAW-S604
Legs: ZLR-K196/RJ
Booster: —
FCS: DOX-ALM
Generator: GR-XR/15000
Radiator: RBG-CM6
Inside: INW-BD-XVX
Extension: BEX-BD150

Weapons

Back Unit L: EWM-FIN-B00
Back Unit R: ZWM-M24/1MU
Arm Unit L: —
Arm Unit R: —

Remarks

For a high-ranking Raven, this AC pilot certainly lacks offensive and dodging capabilities.

**Tactics**

Again, the mainstay of Arena mode—the dual pulse or grenade cannon—is the only weapon you need to tear Stoic apart. Choose a level that foxes Stoic's missiles—undulating ground is a must. Then use cover to coax Stoic in and move around this cover, firing consistently.



12: BRAZEN



GARA
GENERAL

EXIT

AC Name: **Azure Sky No. 5**
Reward: **33700 credits**

Personal File

A rare sight, Azure Sky No. 5 is a caterpillar-based AC that specializes in aerial combat. Brazen loves looking danger in the eye and has survived many savage battles.

Data

Armor Points: 8
Offense: 6
Defense: 5
Mobility: 6
Ammo: 1
Pilot Rank: 8

Equipment

Head: ZHD-8008/S
Core: ZCX-F/ROOK
Arms: ZAN-303/S
Legs: ELC-HTT0808
Booster: —
FCS: DOX-ALM
Generator: HOY-B1000
Radiator: RPS-MER/SA
Inside: —
Extension: —

Weapons

Back Unit L: ZWC-IR/FLUX
Back Unit R: ZWM-M24/1MI
Arm Unit L: ZLS-T/100
Arm Unit R: EWG-GS970

Remarks

If you met up with Brazen and his Azure Sky No. 5 during the fight to overrun the STAI battle station (Infiltrate STAI Battleship), he does not appear initially.

**Tactics**

Although ECM Missiles are an option to halt Brazen's onslaught, you can simply take cover, or boost just as the missiles close in. Then it is simply a matter of Gatling cannon against Brazen skin, with pulse- or grenade-cannon shots to further damage this veteran pilot. Watch for the short flying antics and Override Boosts: maximize your gunfire after these.



11: NO. 1111



GARA
GENERAL

EXIT

AC Name: **Count One**
Reward: **36500 credits**

Personal File

No. 1111 is obsessed with the numeral 1 and has put a great deal of effort into maintaining his current position. He would rather be ranked 11th than first (twice as many 1s).

Data

Armor Points: 4
Offense: 8
Defense: 5
Mobility: 4
Ammo: 1
Pilot Rank: 8

Equipment

Head: ZHD-GE/OHR
Core: ZCL-XA/2
Arms: ZAW-XP/T9
Legs: ELN-STVM
Booster: EBT-V55
FCS: VERTEX-124/EE
Generator: GPS-BVX/10
Radiator: RPS-MER/A3
Inside: —
Extension: —

Weapons

Back Unit L: EWR-L24
Back Unit R: EWR-L24
Arm Unit L: —
Arm Unit R: —

Remarks

The number 11 may obsess this pilot, but combat certainly does not.

Tactics

The spectacular-looking AC exhibits some flaws. Its rockets are easy to dodge, and its slowness allows you to pump pulse or grenade cannons from the beginning of the battle. The only damage is likely to come from the ZAW-XP/T9 cannon arms, but these are easy to dodge if you keep on the move.



10: STRUNG



GARA
GENERAL

EXIT

AC Name: **Judas**
Reward: **40500 credits**

Personal File

Strung boasts a mission success rate of 100 percent. He will use any means to complete his assignments. Many aspiring Ravens have fallen victim to his prowess.

Data

Armor Points: 8
Offense: 5
Defense: 6
Mobility: 3
Ammo: 3
Pilot Rank: 10

Equipment

Head: ZHD-AG/TURRET
Core: ECM-XR00
Arms: EAN-MHKS
Legs: ZLN-9001/A
Booster: EBT-GR4300
FCS: LODD-BLAZER
Generator: GPS-BVX/10
Radiator: RPS-MER/A3
Inside: —
Extension: BEX-BRM-04

Weapons

Back Unit L: EWM-M444
Back Unit R: EWC-CNG4000
Arm Unit L: ZLS-400/SL
Arm Unit R: EWG-BZ-B1100

Remarks

If you have engaged Judas in combat during the course of your missions (Attack Research Team), it does not appear initially.

Tactics

This highly skilled soldier's grenade launcher never misses, and his close assault weapons cut metal like butter. Although you should watch for some override-boosting, you can defeat him by launching pulse- or grenade-cannon attacks from range, scooting out of the way of the missiles, and constantly strafing around and away from him. Then employ the Gatling cannon.



09: MERCILESS



GARA
GENERAL

EXIT

AC Name: **Black Scythe**
Reward: **45000 credits**

Personal File

This pilot who specializes in assassinations will mortally wound his opponents, and then finish them off with his blades. He has earned the nickname "Grim Reaper."

Data

Armor Points: 4
Offense: 1
Defense: 5
Mobility: 8
Ammo: 1
Pilot Rank: 8

Equipment

Head: EHD-DOME
Core: ZCL-XA/2
Arms: ZAW-2/SAMURAI
Legs: ELN-701
Booster: ZBT-Z1/ARTERE
FCS: DOX-ALM
Generator: GPS-BVX/10
Radiator: RPS-MER/A3
Inside: —
Extension: BEX-BAMS-287

Weapons

Back Unit L: EWX-GCN77-4
Back Unit R: EWX-GCN77-4
Arm Unit L: —
Arm Unit R: —

Remarks

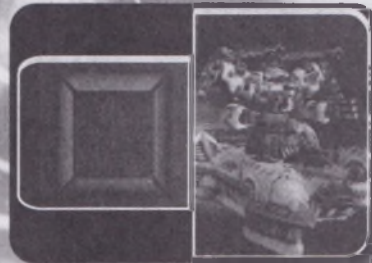
Merciless is an excellent opponent, but he becomes confused after receiving a large damaging attack.

Tactics

Arm yourself with close-combat weapons only if your AC unit is more agile—and your skills are great—in the air. His relentless Gatling cannon—dual laser-blade swipe attack makes this pilot a force to contend with. You can hit Black Scythe when it lands, or as it boosts at you. A massive attack stalls it completely, allowing you to pile on the damage.



08: DREADNOUGHT



GARA
GENERAL

EXIT

AC Name: **MK-9999**
Reward: **54000 credits**

Personal File

The pilot chose a caterpillar base for his AC to optimize its AP and offensive strength. His versatility in combat makes him a dangerous foe.

Data

Armor Points: 8
Offense: 8
Defense: 6
Mobility: 6
Ammo: 1
Pilot Rank: 8

Equipment

Head: ZHD-GE/OHR
Core: ECH-D4
Arms: ZAN-707/E
Legs: ZLC-C04T/CYOR
Booster: —
FCS: LODD-BLAZER
Generator: GPS-BVX/10
Radiator: RBG-CLX5000
Inside: —
Extension: BEX-BB210

Weapons

Back Unit L: ZWX-E90/MAC
Back Unit R: ZWX-E90/MAC
Arm Unit L: ZLS-T/100
Arm Unit R: ZWG-BZ/S55

Remarks

This is a simple case of a large, slow machine equipped with far too many large weapons.

Tactics

As with all the other large, lumbering mechs, you can hit this one from the get-go. As long as you dodge its pulse shots and keep at a distance, you can trade pulse- or grenade-cannon shots until you win. Alternatively, fast-moving ACs may want to close the gap and strike from closer range, but watch Dreadnought's boosts.



07: ROSE



GARA
GENERAL

EXIT

AC Name: **Queen of Hearts**
Reward: **80000 credits**

Personal File

An accomplished Raven and sniper, Rose uses her rifle to whittle down her opponent's AP. Need proof of her abilities? Just take a look at her rank.

Data

Armor Points: 4
Offense: 5
Defense: 5
Mobility: 8
Ammo: 1
Pilot Rank: 8

Equipment

Head: ZHD-MQ/EGRET
Core: ECL-ONE
Arms: EAN-1111
Legs: ZLN-EK1/SRRT
Booster: EBT-V55
FCS: DOX-ALM
Generator: GPS-BVX/10
Radiator: RBG-CM6
Inside: INW-DM-PUPPET
Extension: BEX-BAMS-287

Weapons

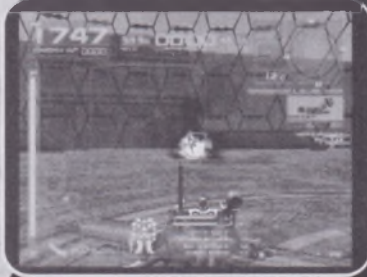
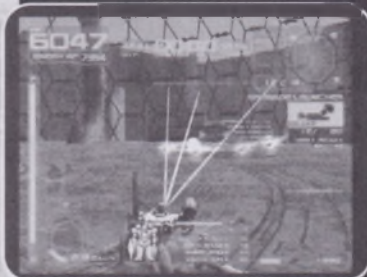
Back Unit L: ZWM-M24/1MI
Back Unit R: ZWM-M24/1MU
Arm Unit L: ZLS-400/SL
Arm Unit R: EWG-SRF-9

Remarks

With benefit of Human Plus enhancements, this Raven throws everything at you, but without venom.

Tactics

You can deal quickly and effectively with her quad missile launch and long-range sniper fire by using a faster mech armed with machine gun or pulse or grenade cannons. Stay at a distance, watch as she floats around, and take her down when she lands. Dodge her thrown blade.



06: ISOTOPE



GARA
GENERAL

EXIT

AC Name: **Deus Ex Machina**
Reward: **120000 credits**

Personal File

This pilot readily accepts employment from smaller firms, because pitting them against the larger corporations prolongs the war. He is a calculating and devious pilot.

Data

Armor Points: 4
Offense: 7
Defense: 5
Mobility: 9
Ammo: 1
Pilot Rank: 10

Equipment

Head: EHD-ONE-NT
Core: ZCX-F/ROOK
Arms: ZAW-XP/T9
Legs: ZLF-TR05/INTS
Booster: EBT-GR4300
FCS: LODD-BLAZER
Generator: GR-XR/SEED
Radiator: RRX-COT-1550
Inside: INW-BD-XVX
Extension: BEX-BRM-02

Weapons

Back Unit L: EWC-GN44-AC
Back Unit R: EWM-M444
Arm Unit L: —
Arm Unit R: —

Remarks

One deadly barrage of energy cannon shells deserves another.

Tactics

A wide-open space with some scenery to hide behind allows you to launch pursuit missiles at Isotope from range. Then comes time to outstrafe this surprisingly slippery customer. A barrage of pulse- or grenade-cannon shells stops this pilot in his tracks, but take careful aim; Isotope zigzags and retaliates at close range.



05: THE ANIMAL



GARA

GENERAL

EXIT

AC Name: **Death Penalty**
 Reward: **150000 credits**

Personal File

With his heavy, durable AC bristling with weapons, this pilot is feared for his furious combat style. He gives no quarter and expects none in return.

Data

Armor Points: 8
 Offense: 4
 Defense: 6
 Mobility: 3
 Ammo: 3
 Pilot Rank: 8

Equipment

Head: ZHD-06/RW
 Core: ZCH-GR/1
 Arms: ZAN-004/B
 Legs: ZLN-2A/GR
 Booster: ZBT-GEX/3000
 FCS: LODD-BLAZER
 Generator: HOY-BV2500
 Radiator: RBG-CLX5000
 Inside: —
 Extension: BEX-BRM-02

Weapons

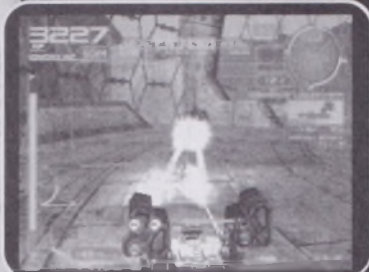
Back Unit L: ZWM-M24/1MI
 Back Unit R: EWC-CNG4000
 Arm Unit L: ZLS-T/100
 Arm Unit R: ZWG-BZ/HYDRA

Remarks

This vicious combat monster suffers from an extreme lack of speed.

Tactics

You may wish to engage the Animal in an arena with more cover to allow you more time to pick him off. You can secure victory, however, by charging him and launching pursuit missiles before switching to the pulse or grenade cannon. Unlike previous opponents, this pilot's rockets usually hit, but he cannot cope when missiles and pulse or grenade cannons damage him at the same time.



04: D. SEBASTIAN



GARA

GENERAL

EXIT

AC Name: **Crescendo**
 Reward: **400000 credits**

Personal File

Crescendo is a lightweight, highly mobile AC capable of lightning-fast attacks. D. Sebastian is a skilled tactician well regarded among his peers.

Data

Armor Points: 4
 Offense: 6
 Defense: 5
 Mobility: 8
 Ammo: 10
 Pilot Rank: 10

Equipment

Head: ZHD-8008/S
 Core: ZCL-XA/2
 Arms: EAN-02-BG
 Legs: ZLN-WA02/SS
 Booster: ZBT-H4/T
 FCS: DOX-ALM
 Generator: GPS-BVX/10
 Radiator: RBG-CM6
 Inside: —
 Extension: ZEX-RS/HOUND

Weapons

Back Unit L: ZWC-IR/FLUX
 Back Unit R: EWR-M60
 Arm Unit L: ZLS-T/100
 Arm Unit R: EWG-MGSAW

Remarks

An ace shot with a very heavy weapon, D. Sebastian's airborne antics could leave you perplexed.

Tactics

Taking cover is the single most important factor in ensuring a victory against this pilot. Start by entering a level with some cover and launch a pulse or grenade cannon round before he can react. Spend the remaining time switching among missiles (vertical or pursuit work well; scenery has no effect on their trajectories). Stay out in the open, and you'll be hammered.



03: LION HEART



GARA
GENERAL

EXIT

AC Name: **Black Knight**
Reward: 500000 credits

Personal File

Black Knight is the game's most powerful reverse-joint AC, and Lion Heart is a true arena contender. His fans anxiously await the day he faces the top-ranked AC.

Data

Armor Points: 6
Offense: 10
Defense: 5
Mobility: 5
Ammo: 3
Pilot Rank: 10

Equipment

Head: ZHD-2000/SV
Core: ZCX-F/ROOK
Arms: EAN-1111
Legs: ZLB-7744/VAT
Booster: ZBT-Z1/ARTERE
FCS: LODD-QHT
Generator: GPS-BVX/10
Radiator: RRR-COT-GK10
Inside: —
Extension: BEX-BAMS-287

Weapons

Back Unit L: EWM-FIN-B00
Back Unit R: EWC-CNG4000
Arm Unit L: ZLS-T/100
Arm Unit R: ZWG-HC-IR/K99

Remarks

Lion Heart has deadly aim, and his AC is armed to the teeth, but it's still too slow to become the premier mech.

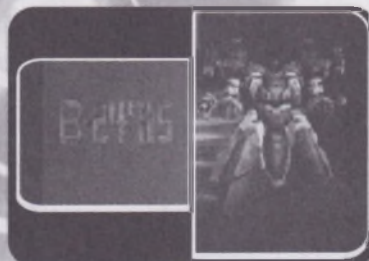


Tactics

With his huge missiles that slowly follow his foes, his plasma-cannon antics, and his peppering machine-gun, Lion Heart can pick and choose his mode of destruction. He also closes the gap quickly. Hop quickly from side to side to dodge his energy rounds. Your pursuit missiles can prove deadly, even when he flies overhead.



02: PRISONER NO. B-24715



GARA
GENERAL

EXIT

AC Name: **Apocalypse**
Reward: 600000 credits

Personal File

The pilot is a career criminal serving consecutive life sentences. The LCC unleashes him every so often to wreak havoc in the arena.

Data

Armor Points: 8
Offense: 10
Defense: 6
Mobility: 9
Ammo: 1
Pilot Rank: 10

Equipment

Head: EHD-DOME
Core: ZCH-GR/1
Arms: ZAN-004/B
Legs: ZLR-ZIO/MATRIX
Booster: —
FCS: DOX-ALM
Generator: GPS-BVX/10
Radiator: RPS-MER/A3
Inside: —
Extension: ZEX-RS/HOUND

Weapons

Back Unit L: EWC-GN44-AC
Back Unit R: EWC-GN44-AC
Arm Unit L: ZLS-400/SL
Arm Unit R: EWG-HC-GN210

Remarks

Take to the caves and use the stalagmites as cover for a fraught but ultimately victorious battle.



Tactics

Fond of large energy rounds and almost constant speedy jetting and Override Boosts, this reprobate can be caught surprisingly easily with pulse or grenade round fire. Dodging around the cave's stalagmites allows you fire and move to view the prisoner; he cannot fly, so you can pick him off with similar ordnance.



01: ARES



GARA
GENERAL

EXIT

AC Name: **Providence**
Reward: **1500000 credits**

Personal File

The ultimate warrior has spent so long at the top without a challenge that he has grown bored. His true desire is not fame, but a worthwhile opponent.

Data

Armor Points: 6
Offense: 8
Defense: 5
Mobility: 5
Ammo: 1
Pilot Rank: 10

Equipment

Head: ZHD-2000/SV
Core: ZCX-F/ROOK
Arms: ZAN-202/TEM
Legs: ZLN-XA2/FF
Booster: ZBT-GEX/3000
FCS: DOX-ALM
Generator: HOY-BV2500
Radiator: RBG-CLX5000
Inside: —
Extension: BEX-BRM-04

Weapons

Back Unit L: ZWM-M24/1M1
Back Unit R: ZWC-LQ/2552
Arm Unit L: LS-MOONLIGHT
Arm Unit R: KARASAWA-MK2

Remarks

Ares is a terribly deadly opponent. Mirror his weaponry and lithe movement, or face inevitable death.



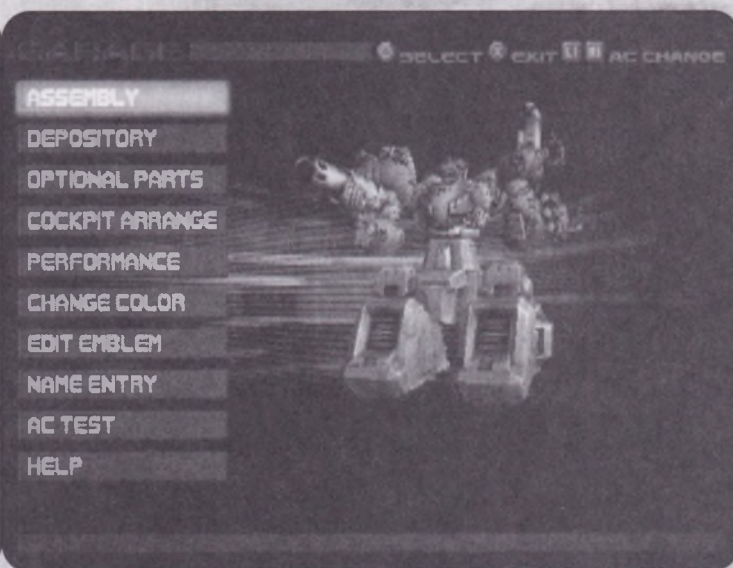
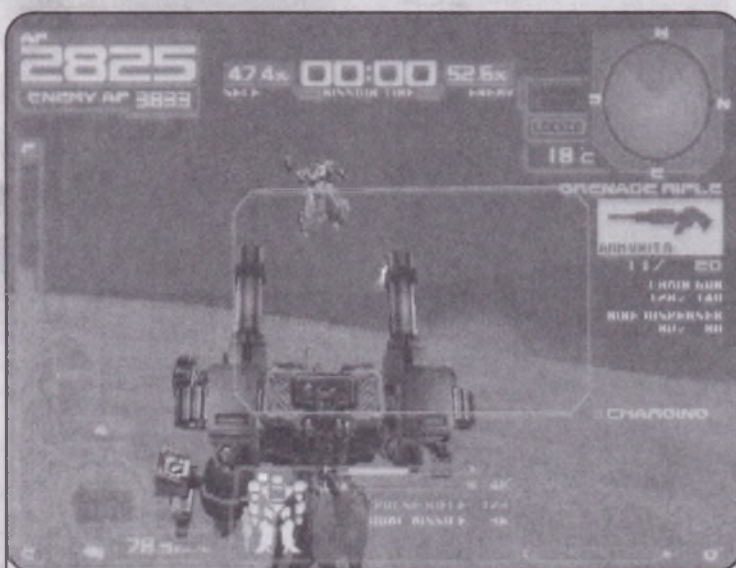
Tactics

Either mock up an exact duplicate of Providence using parts acquired, or tool up with the pulse or grenade cannon and relation missile. (Double vertical missile launchers work, as well.) Choose Malea Base, fire off a couple of cannon rounds, jet up, and then hide behind cover to avoid the missiles. Try to hit Ares three times with your cannon. As he closes, jet behind the large building, and then into its center, launching pursuit missiles until Providence's armor is down. Ares remains stuck at the side of the building. Creep around the side and deliver a final pulse- or grenade-cannon blow.



CLASSIFIED INFORMATION

The following information has been granted to Ravens deemed worthy by the new Earth Government. If you feel your skill is unsurpassed, please view the following classified information. Otherwise, you are encouraged to complete the game thoroughly before referring to this data.



Combat Access to Overweight AC Units

Once you complete all the single-player missions for the first time (you need not complete all missions, but you must receive the end-of-game credits), you may buy parts and build an "Overweight" AC Unit—a mech whose armaments and featured parts normally would be far too heavy for its core, arms, or legs to hold.



Hidden AC Parts

The 34 Hidden AC Parts become available once the game begins. You receive these after completing certain missions, after combat, or once you collect sufficient corporate points. The Inventory section provides a full list of Hidden AC Parts.

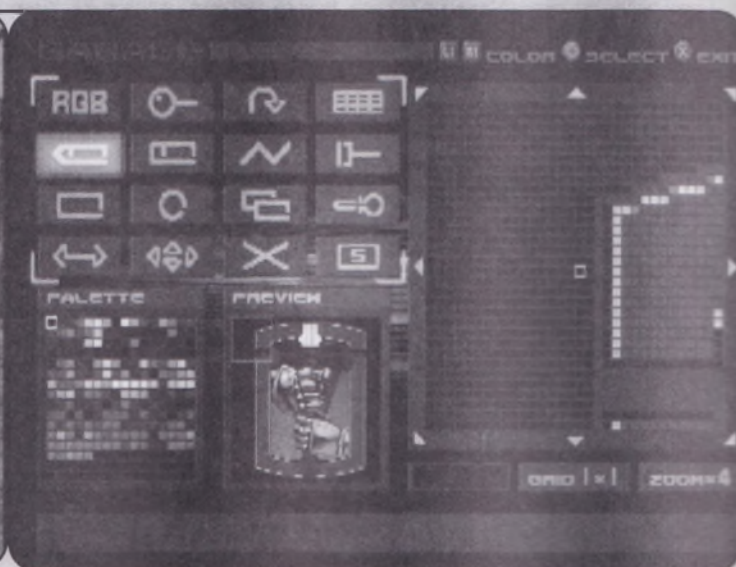


Obtaining a 100-Percent Rating

The only way to be sure you have every available part and have defeated every enemy is to achieve a 100-percent standing. The following table shows how many points you must accrue.

Points	Stipulation
13	For securing all Hidden AC Parts
9	For securing all arena parts
1	For defeating the boss at the end of Level 36
6	For defeating the arena ACs that appear in the missions
1	For achieving number-one status in Arena mode
1	Per successful mission (36 points maximum)

This makes for a total of 66 points, or 100 percent. Let us say you have collected all the Hidden AC Parts (13) and completed all the missions (36), but have yet to enter the Arena. You have 13+1+36 points, or 50 points of a possible 66. In percentage terms, then, you have completed 75 percent of the game.



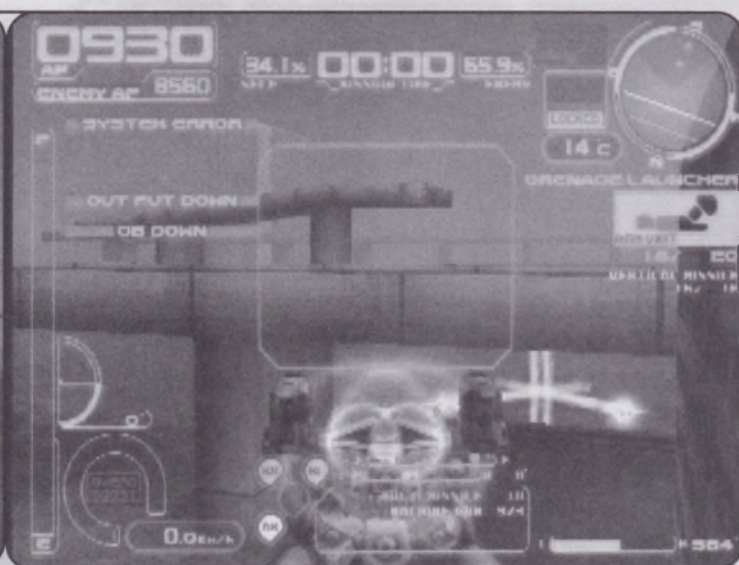
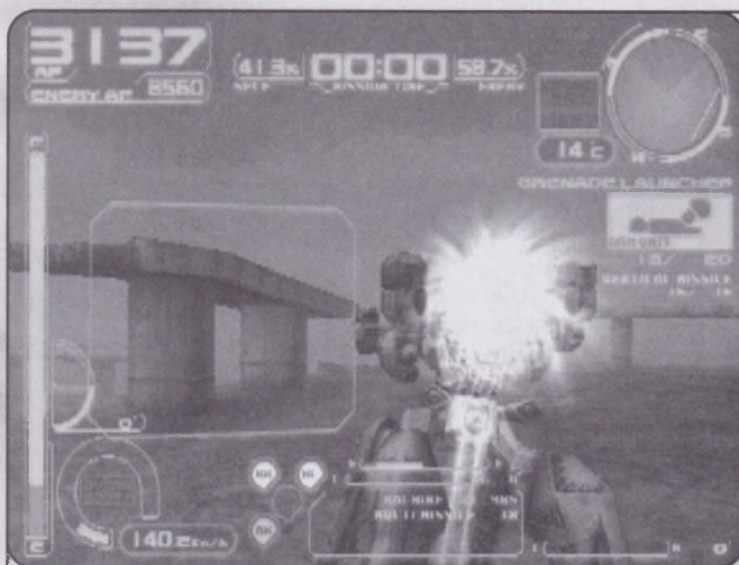
Arena Enemy Emblem Appropriation

In single-player Arena mode, just after you beat an opponent (and only then), you may steal the defeated enemy's emblem. At the screen that shows your opponent's information, press **▲** to enter the Spec screen. Then press **START** and **SELECT**—you should hear a spot-effect "rivet" sound—and then go to your garage and check your emblem. The stolen emblem should be available and selected.

Emblem Modification via USB Port

As you create or tweak an emblem, you may wish to purchase a USB-compatible PC computer mouse. This device slots into your PlayStation 2 USB port and allows you to draw and create emblems without being hampered by the slow joystick control.





Override Boost Disconnect

To disconnect your Override Boost at any time during a game, simply press **(L2)**, **(R2)**, and **(R3)** together. The energy lost in using the boost can now be completely depleted: automatic shutdown and power-up is halted. Thus, you can shoot energy weapons and boost for a longer time. However, once you completely deplete your energy level, recharging takes a long time, leaving you extremely vulnerable. Professional pilots who want immediate extra power to secure a victory should use this function.

Human Plus Enhancements

Players (and some arena competitors) who lack the skills to become true champions may elect to augment not only their ACs, but their own bodies to improve their combat performance. Once you attempt this and secure the first enhancement, the game starts over, so it is imperative you gather these enhancements at the beginning. Once you complete one level successfully, however, these enhancements become unavailable.

To obtain Human Plus parts, enter Level 2 and die. Repeat (usually by jetting into the room with Bundle MTs, firing solid ammunition rounds at the floor to increase expenditure, and waiting to explode) until your credit account reads [MI]50,000 credits. When this occurs, a movie plays and you acquire Level 1 parts. Repeat the process for level 2, 3, 4, and 5 parts.

HUMAN PLUS ENHANCEMENT LEVEL 1 - IMPROVED RADAR

(-50,000 CREDITS)

Check the radar. It now displays a grid and other information that makes locating enemy troops easier. Radar parts become unnecessary.

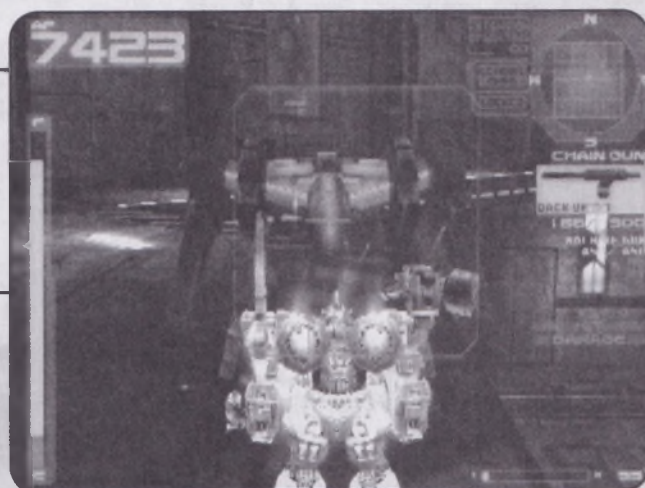


HUMAN PLUS ENHANCEMENT LEVEL 2- LONG-RANGE BLADE

This enhancement enables you to throw your close-combat weapon (but not your shield) while you are on the ground. Press **●** to slash, and then quickly press **×** for a long-range blade.

HUMAN PLUS ENHANCEMENT LEVEL 3- ENHANCED COOLING

Your AC unit now cools twice as fast as it does normally, meaning you can take double the boosting and enemy fire before you overheat.



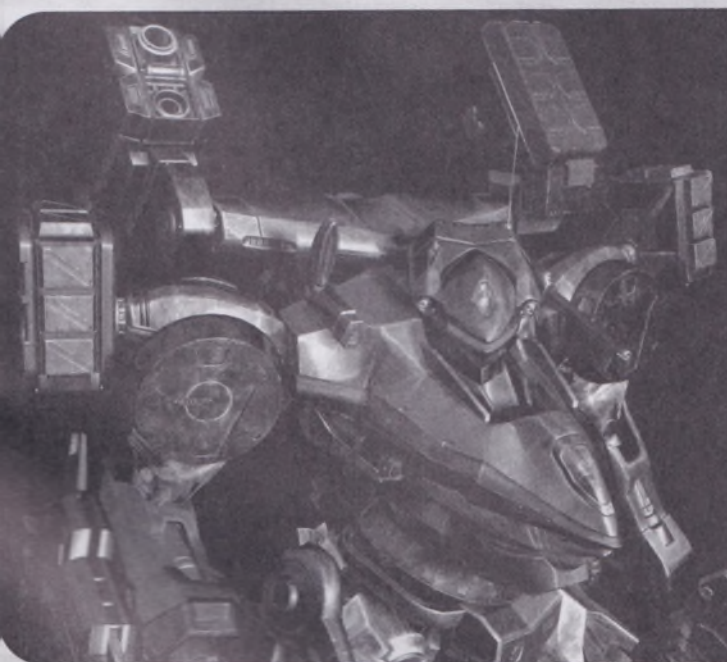
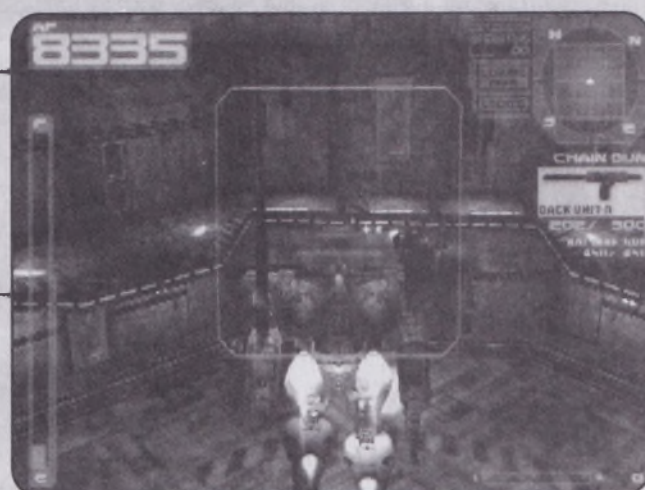
HUMAN PLUS ENHANCEMENT LEVEL 4- IMPROVED MOBILITY

Hover units and ACs with two legs cannot move and fire certain back weapons at the same time. This enhancement enables these units to fire back-mounted ordnance while on the move.

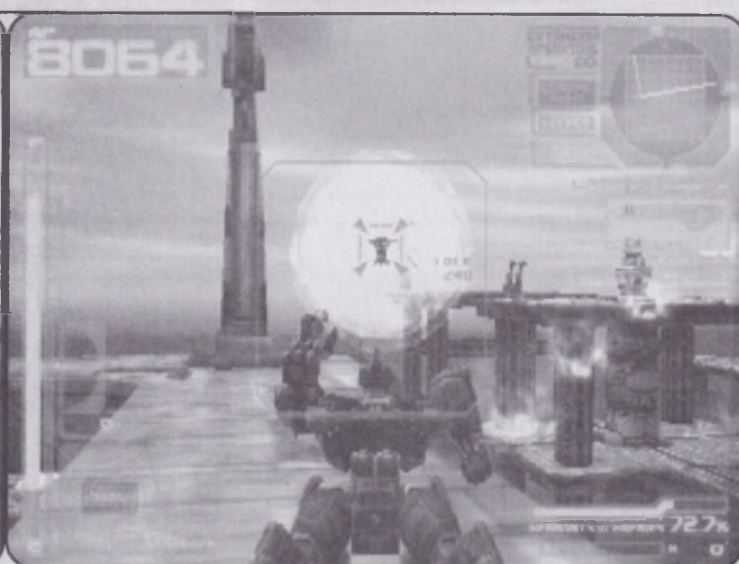
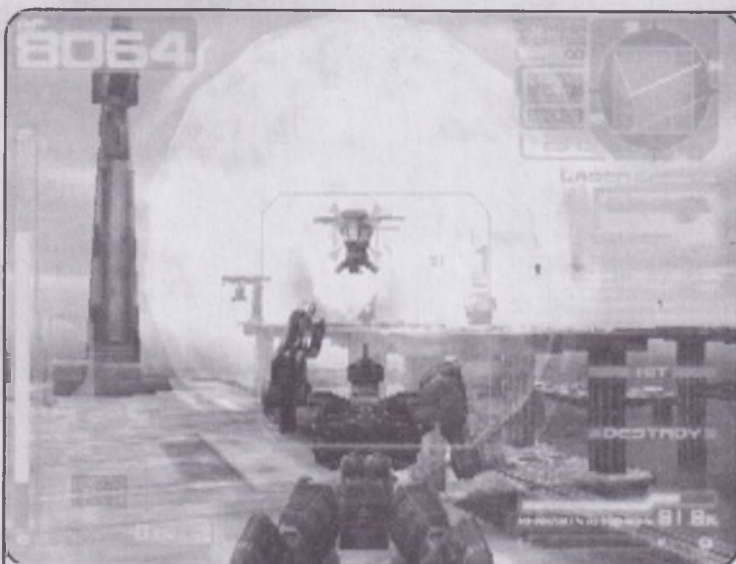


HUMAN PLUS ENHANCEMENT LEVEL 5- IMPROVED BOOST

Halves all booster energy usage. Now you can jet upward and about and fire energy weapons for twice as long before your energy runs out.

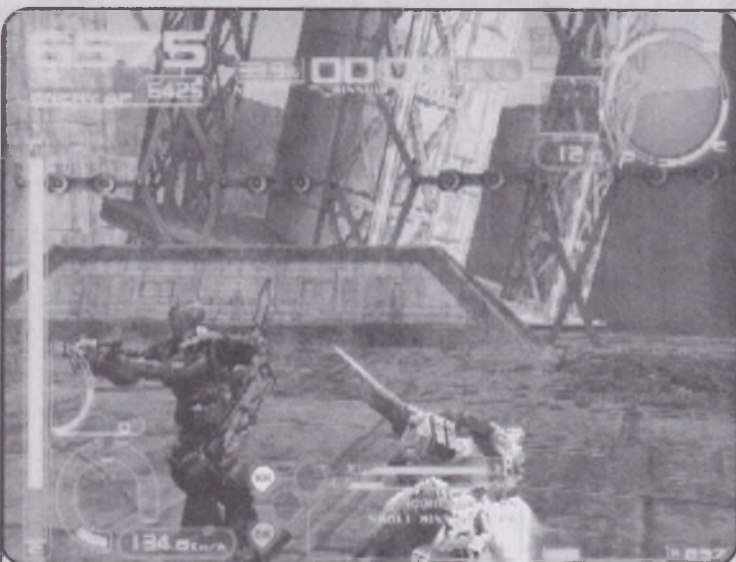


QUICK CREDITS



Once you complete Arena mode, challenging those you have defeated already makes for hollow victories: you receive no extra credits. This is not so for missions, however, so you may wish to repeat levels in which you were most successful. For example, in Defuse Explosives you literally can complete the entire stage in one minute, defusing five bombs and earning 43,000 credits. At that rate, you can clear 2,580,000 credits in an hour.

GUNS FOR SHOW, KNIVES FOR A PRO



To squeeze maximum entertainment from *Armored Core 2*, try challenging friends or completing missions armed only with bladed weapons. Equip no other armaments and choose an arena with a clearly defined boundary. The "way of the samurai" is the most impressive way to prove your AC piloting skills. Good luck!

ARMORED CORE 2